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ULTRA GAME PLAYERS
No. 90

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No. 90

NOVEMBER '96

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GAME PLAYERS COVER

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Run 6



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2. HERE'S ME AT THE SPACE NEEDLE.



3. HERE'S ME WITH SOME OF THE GALS AT SEATTLE SLIM'S.

MY GAME →



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PlayStation



MY LOGOS



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imagine

COVER STORY

Shiny Entertainment first made it big with a lanky, laconic Texan earthworm named Jim. Now, they're back, with two dynamite titles — *Wild 9's* and *MDK* — and it looks like Shiny is getting ready to make it even bigger this time!

032



RISE AND SHINE

REVIEWS

SPORTSLINE

PREVIEWS

ALL ACCESS

NETWORK

WIN

area 51 arcade machine!

148

In our new *ULTRA GP* GameShop section, you'll find loads of super-cool prizes, including your very own *Area 51* arcade machine! You can also try your hand at snagging a PlayStation, a Sony Camcorder, games, and lots more!



NEWS



Z



Kine's FIELD II



NBA LIVE '97

CONTENTS

Game Reviews

The most detailed and accurate game reviews anywhere

PAGE

089

Sports Reviews/Previews

Sports reviews, plus first-looks at tomorrow's champs

PAGE

120

First Looks

All the dirt on the games you want to hear about

PAGE

041

Codes/Strategies

Tons of codes, strategies and, of course, cheats

PAGE

136

Letters

Readers from around the globe talk games

PAGE

152

Top Stories

The latest word on the future of videogaming

PAGE

014

- Arcade Focus 015
- 64 online 018
- Peripherals 016
- Japanese Report 020
- Gossip 024
- Charts 026

GAMEWORKS

The arcades of the future are here now! Prepare to be amazed!



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BUG TOO!



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VIDEO GAME



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aimed rig
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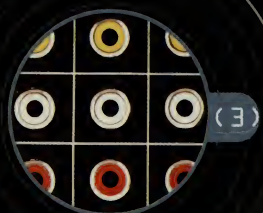
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graphics

multiple



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video
game
tv
with

htat

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wide open)
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4

stereo

5

181-channel stereo tv

181-channel

SAMSUNG





EDITOR CHRIS SLATE

Uell, it finally happened — the Nintendo 64 is out in the US! It's taken forever to get here, but hopefully everyone will be satisfied with the end result. I know I am. There may not be much right past *Mario*, but there are many great games to look forward to this holiday season, early next year, and beyond. With incredible titles like *Super Mario Kart R*, *WaveRace 64*, *Yoshi's Island 64*, *Zelda 64*, and more, it's hard to imagine the N64 not becoming a major success.

So, the question that faces the industry now is, how will Sega and Sony respond? In all fairness, Nintendo has just entered the 'next-

gen' market and still has a lot to prove, but given the company's impressive history, coupled with the breakthrough N64 games we've seen so far, and it's hard not to look at Nintendo as number one, despite PlayStation and Saturn's head-start in installed base. That may sound Nintendo-biased on my part, but it's really just common sense.

Sega and Sony are both great companies with tremendous power and potential, and indeed, either one still has the ability to ultimately beat Nintendo. But the simple fact is that Nintendo started it all — just about every popular modern genre of games can be tracked down to an early NES title. And Nintendo still seems to be the innovator, rather than the imitator. Welcome back, Big N. >>> **C.S.**

THE TEAM



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As Editor of the world's best videogame magazine, Chris can play his choice of the world's newest high-tech games. His current favorite: *Zelda* for the NES. Go figure...



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In order to be more on top of developments in Japan's videogame industry, Patrick has started to learn Japanese. Now we all have to call him Baggatta-san.



roger burchill

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As our top strategy Editor, no game's secrets are safe from Roger. Apparently, neither are anyone else's secrets, as these blackmail notes would seem to indicate.



mike salmon

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Since he's one of the top sports videogame experts, Mike figured he'd also be great in the big leagues. So far, the A's, Bulls, and Vikings have all cut him from their squads.



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As Managing Editor, Bill rules with an iron hand. This might also explain all the broken joysticks, control pads, keyboards, and coffee cups around the office.

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YOU'RE MISSING
HALF THE PICTURE!

This month we introduced the *ULTRA Game Players Disc Edition*. If you only buy the magazine without the disc, you're only getting half the info!

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What would you pay for a single CD-ROM containing dozens of PLAYABLE demos of the very latest, hottest PC GAMES and high quality MOVIES of new and STILL-IN-DEVELOPMENT 32- and 64-bit games? Wouldn't it be cool if you could see and hear WORLD EXCLUSIVE footage from the hottest Saturn and PlayStation games from around the world before most magazines have even published a screenshot? Imagine if that disc also contained a ton of FREE INTERNET SOFTWARE and was stuck to the front of the world's #1 video and computer games magazine, and suppose you could get one of these outrageous cds every month! What would you say? What would you call it? We call it the *ULTRA Game Players Disc Edition*. A magazine, a CD-ROM. Don't miss out! Go out and grab this month's edition now!



ULTRA GAME PLAYERS



SAVE THE PLANET FROM A DEADLY VIRUS WITH



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PlayStation





OUT LEAVING THE COMFORT OF YOUR BOMB.



Hold on tight, this ain't no joyride. It's up to you to wipe the life-mutating Machine Head virus off the face of this zombie-infested planet. Equipped with a bombful of futuristic weapons, you have exactly fifteen missions to annihilate each and every one of the putrefied mutants. And then face the viral villain himself in the mother of all showdowns. So don't just sit there. Your bomb is waiting.

**MACHINE
HEAD**

IS NINTENDO

LYING TO YOU?



Back when it was still called Project Reality, the original release prediction for the N64 was to be before Christmas of 1995.

After a string of broken promises, Nintendo still wants you to believe them

Before the first N64 delay more than a year ago, the idea that Nintendo, probably the most sound of all major videogame companies, would fail to deliver on a promise to its consumers seemed out of the question. Since then, however, Nintendo has failed to deliver on a number of assurances, including: numerous launch-date predictions for the N64; the promise to relaunch the Virtual Boy with ground-breaking software; and the promise to deliver at least eight launch titles with the N64. To add to its recent accountability problems, Nintendo also staunchly assured us that N64 would be sold at \$249 in the US, but has recently announced a drop to \$199, putting it even with the price of the PlayStation and Saturn. Of course, the price drop is an obvious benefit to consumers, but it also indicates a possible lack of confidence in the product's predicted

sales in the US market. With all the attention on the N64 lately, it's almost been forgotten that Nintendo is failing to deliver as promised on its last hardware platform as well. After a dismal response to the launch of the Virtual Boy, Nintendo was eager to suggest that the platform had not been forgotten and that the problem had been in the lack of software to take advantage of the system. To that end, Nintendo promised a 'relaunch' of the system with new, cutting-edge software. Then, shown at this year's E³ were two new Nintendo Virtual Boy titles called *Dragon Hopper* and *Bound High*. Originally due for release in August, both titles have been put on permanent hold, leaving Virtual Boy owners without a single new title this Christmas. While

most players don't really care about the dismissing of the Virtual Boy, Nintendo's willingness to let a hardware platform die so quickly after its release certainly doesn't say much for its attitude towards the gamers who invested in the system. While delays and even cancellations in the videogame business are nothing new, it's the quantity and quality of the promises broken that makes Nintendo particularly suspect as of late. The idea that a company with the extensive background of Nintendo would, for example, miss the release date of a new hardware console by more than a year, and even then only be able to deliver it with two software titles, leads us to believe that Nintendo may have never truly believed the announcements they were

making. This being the case, it's tempting to assume that Nintendo was simply looking for a way to string potential buyers along in an effort to keep them from purchasing a PlayStation or Saturn before the N64 made it to market. What's perhaps most concerning, however, about the delays and misleading predictions up to this point is the future potential for more of the same. Though most would consider the plans for around twelve games by Christmas to be a fairly conservative estimate, it should be noted that Nintendo has not been able to meet even its most basic promises as of late. After all, without games like *Wave Race 64*, *Shadows of the Empire* and *Mortal Kombat Trilogy*, Nintendo's holiday line-up is not much to compete with that of Sony and Sega. In this critical buying season, they would not be eager to confess to any more delays. Let's hope it can get things back on track.

'It's the quantity and quality of the promises broken that makes Nintendo particularly suspect of late...'

attitude towards the gamers who invested in the system.

9/6/97

NEW

NINTENDO'S LATEST SOFTWARE RELEASE SCHEDULE

Super Mario 64	September 29 (With N64)	Tetrisphere	December 2 (originally scheduled for launch)
Pilot Wings 64	September 29 (With N64)	Shadows of the Empire	December 2 (originally scheduled for launch)
Wave Race 64	November 4 (originally scheduled for launch)	Turok	TBA
Cruis'n USA	November 18 (originally scheduled for launch)	Mortal Kombat Trilogy	TBA
Killer Instinct Gold	November 25 (originally scheduled for launch)	NBA Hang Time	TBA
Blast Corps	December 2 (originally scheduled for launch)	Wayne Gretzky Hockey	TBA

MISSING IN ACTION

Body Harvest	(originally scheduled for launch)
Buggle Boogie	(originally due October/December)
Ken Griffey Jr.	(originally due October/December)
GoldenEye 007	(originally due October/December)
Super Mario Kart R	(originally due October/December)

In Nintendo's most recent release schedule, no mention at all was made of the following titles

LET'S CREATE

COMES TO AMERICA

Sony's 'hobbyist' development kit is finally getting released in the US

Having been available in Japan for several months, the *Let's Create* development system is priced far lower than that of the standard development kit, allowing casual programmers to try their hand at creating PlayStation games.

The one tricky part of this equation is that Sony will have the 'first right of refusal' on any titles that are created with the system. Basically, it allows Sony to see a title that has been developed first before any other publisher sees it. In this way, Sony hopes to find a potentially hot game, and publish it before a developer shows it to another publisher.

The announcement of the system's

release here comes as almost no surprise, given Sony's recent announcement of lower cost development tools from Metrowerks which work with the standard PlayStation development kit, as well as the *Let's Create*. Metrowerks is very well known for its

development tool kit for the Macintosh OS, as well as its recent Windows '95 toolkit.

'We are very pleased to introduce Metrowerks, provider of CodeWarrior for PlayStation software development tools, to our game licensees and hobbyist developers,' said Shinichi Okamoto, vice president of research and development division, Sony Computer Entertainment Inc.

'With the advent of high-performance, low-cost, state-of-the-art tools such as CodeWarrior, our PlayStation game console licensees will benefit from enhanced productivity and broader choice in development platforms.'

The CodeWarrior development software for the PlayStation will be priced at \$499 in the United States. The Mac OS-hosted version will be released by the time you read this. Both English and Japanese versions will be available for users of the kits around the world.

Who knows? The next Shigeru Miyamoto or Peter Molyneux may be out there waiting to be discovered with this new program.



Why wait for the latest hot game, when soon, you'll be able to create it yourself with *Let's Create* and *CodeWarrior*.

ARCADE Coin-Op News FOCUS



Just a teaser for next month's blowout coverage, we've got a few more *VF3* shots. Ducht!

The most anticipated arcade game in years is almost here. At the AMOA show in Dallas, Sega is going to unveil a playable *VF3* and you can bet your ass *Ultra GP* is going to be first in line. Next issue, we'll have an extensive report on the whole show, and all the screens you've been waiting to see. Also expected at the show are *Last Bronx*, *Die Hard Arcade*, *Street Fighter Gaiden*, and a snowboarding game from Namco, but expect some other surprises as well.

The big news is *Street Fighter Gaiden*, the first polygonal *Street Fighter* yet. Early screens look very similar to *Tekken 2*, and if Capcom's classic control is implemented it could be awesome. The game is being made on the system 11 (PlayStation) board, which means a PlayStation should be flawless and quick.

A recent trip to San Diego led *Ultra GP* to see a totally new 3D fighter from Williams. The game isn't expected out for at least another year, but we got an opportunity to see some character design and backgrounds. The high-resolution screens we witnessed were mighty impressive and the characters were extremely detailed, still a year to go.

Check out our Sega Gameworks feature this issue, and these teaser screens to the right. Then we'll be back in thirty days with the full AMOA report.



Capcom is having an outside developer work on *Street Fighter Gaiden*. *SF3* will be developed by Capcom, but it will still be 2D.



If our paper was 3D, you'd get a much better idea of how incredible this game looks.



Just check out the polygon goodness of *Street Fighter Gaiden*. We hope to have more on this game soon!

PSYGNOSIS BIDS GONE MAD

Reports from Europe indicate that bids for Psygnosis exceed \$300 million

While Psygnosis is one of the hottest development houses around right now, it wasn't too long ago that it didn't have the reputation it now possesses.

Sony purchased Psygnosis in May of 1993 for less than \$30 million dollars, with the intent that it would be one of the hotbeds for PlayStation title development, and the shop where many of the development tools



would be created for the PlayStation development kits. In this goal, they were successful. What Sony didn't realize is that

Psygnosis would port some of those success-

ful titles to the Saturn, thereby ruining the 'exclusivity' that was so valuable to Sony.

The move resulted in a rift between the consumer electronics giant and the innovative development house, which could only be remedied by the sale of Psygnosis. Current reports have indicated that interested parties include Acclaim, Electronic Arts and GT Interactive. Viacom has also



With a proven track record that includes such amazing games as *WipEout* and *Destruction Derby* (created at first solely for Sony), is it any wonder that the bidding war for ownership of Psygnosis has reached new heights?

been linked with the deal. The acquisition of Psygnosis by a company already involved in the game industry would certainly make one of those companies the clear market leader. However, some believe an outsider will win the bidding. Communications companies are hovering, as well as blue sky technology firms with plenty of money to bid. These companies sense that Psygnosis' success is likely to continue, given that it will be less constrained in the platforms it can openly develop for. More cross platform development is likely to improve Psygnosis' bottom line. With luck, gamers may be seeing some new *WipEout* titles for Nintendo 64 or M2 in the future.

As an interesting sidenote, it has also been made clear that Psygnosis co-founder, Jonathon Ellis, will retire shortly after the sale of the company. His partner, Ian Hetherington, will continue with the company.

M2 FIRST LOOK TO OCCUR IN OCTOBER

Matsushita plans to unveil the M2 at Tokyo game exhibition in October

Matsushita wants to supply upwards of 70 M2 machines for gamers to play with for free at the Tokyo game exhibition.

Matsushita then plans to launch in Japan in the spring. It is probable, although we could not get confirmation, that a US unveiling is being scheduled for E3 next year, with full availability in the fall.

The machine will ship with 8MB of RAM and two CPUs (almost certainly PowerPC 602s). The

format will be a quad-speed CD-ROM drive with approximately a \$300 price tag.

Matsushita has been extremely quiet concerning plans for M2. However, those familiar with the company's activities say this shrouds an enormous ambition level. A first-year installed base of three million units worldwide is being banded about as the primary target.

MPATH AND CATAPULT MERGE

Two online gaming front-runners join forces to form an even stronger network

Catapult is best known for X-Band, its console gaming network, and was soon to be launching its PC X-Band network. MPath has its MPlayer PC network, which was to launch later this fall.

The two companies have decided to merge, resulting in a new organization called MPath Interactive. In this new arrangement, MPath gains X-Band's experience in running an online game service, while X-Band gains the benefits of Mpath's server infrastructure and hosting platform.

In the new arrangement, MPath Interactive will be operating two gaming networks: the MPlayer PC network and the X-Band console gaming network.

Adam Grosser, Catapult's president, has said that the launch plans for the Saturn network are still on track. Prior to the merger, Catapult was hard at work promoting its X-Band PC network. However, with the new arrangement, no mention of it has been made. When asked what was happening

with the X-Band PC network in light of the merger, it became evident that X-Band PC, as we knew it, was no longer happening. Grosser told us that the strength of the X-Band technology is in the client software. The interface, the chat areas, the personalization possible with the X-Band software was unique. By comparison, the server infrastructure of MPath was superior to Catapult's.

The collaboration of X-Band's software and MPath's server infrastructure appeared to be a perfect match.

The merger was initiated when MPath approached Catapult at E3 and suggested working together. Said Grosser: 'It sounded really strange at first, but the more we thought about it, the more it made sense.'

Grosser's thoughts regarding the new company's position in the market was one of optimism. 'Clearly, the combination of content, technical leadership, and the benefit of Catapult's experience running online

services all place MPath Interactive squarely as the one to beat,' says Grosser.

The consolidation of these two former competitors will tip the scales in the coming online gaming service wars. In addition to its designs on the US market, Catapult has previously formed international relationships with Nissho Iwai, the sixth largest trading company in the world. Such relations can only help the new companies position in establishing a global network.

Of the major competitors facing MPath Interactive, Total Entertainment Network (TEN) appears to be potentially the most dangerous. TEN has a large financial backing, as well as a series of 'exclusive' deals signed with various developers and publishers. Others still looking to compete with MPath and TEN are Interplay's Engage network, Dwango and to a lesser degree, because its business model focuses on shifting more product and not on time based fees, Blizzard's Battle.Net.

If these walls could talk, they'd scream.



Are you ready for a nightmare? Resident Evil brings an entirely new style of game where intrigue and fright plague the player from start to finish. It is a must-have. —EGM

***** Revolutionary. With liberal amounts of action, challenging gameplay, smooth control, and plenty of genuine scares, this is one game nobody should be without. —NEXT Generation

Every now and then, a game makes a leap in innovation and design that completely redefines a genre and sets a new standard. Resident Evil is that game... —Game Players

RESIDENT EVIL™



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OPTIONS

RATING KEY

PREMIUM ★★ ★★
STANDARD ★★ ★★
DEFICIENT ★

New Ways to enhance the Gaming Experience

RATING: ★★ ★★

PRODUCT: PRESARIO 8000 SERIES
COMPANY: COMPAQ
SYSTEM: PC
PRICE: \$2,499.00 - \$3,299.00 (SRP)

Designed with the gaming enthusiast in mind, the Compaq Presario 8000 series features 3D graphics technology, high fidelity audio, and maximum processing power in an attractive package.

At the heart of the 8000 series lie Intel Pentium processors ranging from 166 Mhz to 200 Mhz which work in conjunction with a 512K Pipeline Burst Cache to further enhance performance. Generous EDO RAM installments ranging from 24MB to 32MB come standard on the 8000 series. Sizable hard drives range from 2.5GB to 3.8GB across the line.

But it is really the 8000 series 3D and audio capabilities that will be of particular interest to gamers. 3D graphics are handled by NEC Electronics and VideoLogic's Power VR chip supported by a total of 6MB of graphics memory. The PowerVR offers an impressive level of

performance and special effects such as shadows, spotlights, translucency, and fog at a very competitive price point. An Interwave 32-voice Wavetable Sound card offers high-fidelity 16-bit audio running through JBL Pro Premium speakers. Select models in the 8000 series come with a JBL Pro subwoofer resulting in an excellent audio experience.

Additionally, the Presario 8000 series offers a bevy of features that have traditionally required upgrading in other PCs. An 8X speed CD-ROM drive, fast internet access with a 33.6K/14.4 Kbps data/fax modem, and an advanced ThrustMaster or standard gamepad are just some of the highlights of the feature-laden 8000 series.

The only gamers who may not

be satisfied with the 8000 series are hardcore PC users who would prefer to hand select and install high performance components of their own choosing. But for most PC gamers, the Presario 8000 series offers a feature-packed, powerful, multimedia gaming platform at an exceptional value.



Compaq's Presario 8000 — The ultimate in gaming machines?

MEIER TO TEAM UP WITH EA

The creative genius behind *Civilization* joins forces with Electronic Arts



After leaving Microprose, a company he co-founded, and setting up a new development company, Sid Meier has announced a publishing deal with Electronic Arts. It has also been made clear that EA has in some way taken a financial stake within Firaxis, Meier's new company.

The as yet undisclosed games will be published under the Origin label (which is wholly owned by EA). Meier is best known as a genius of game design and is recognized for such titles as *Civilization*, *Railroad Tycoon*, and his most recent title, *Magic: the Gathering*.

It is hoped that Meier will be able to work his customary magic with his new company.

Editorial Correction

A third star was inadvertently left off of the rating for Sega's 3D control pad in last month's Options column. *ULTRA GP* apologizes for this error.

RATING: ★★ ★★

PRODUCT: 3D CONTROL PAD
COMPANY: SEGA
SYSTEM: SATURN
PRICE: \$39.99 (SRP)
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THE JAPANESE REPORT

The word on videogames straight from Japan

THE TOKYO GAME SHOW '96

From the city that's practically synonymous with videogames comes one of the biggest shows of the year

Recently, a brand new game expo called the Tokyo Game Show '96 was held in Japan. The theme of the show was 'Game Evolution — A New Entertainment Age by Games'

and with the quality of the games shown, no one would argue otherwise. Among the 87 companies displaying their products were both Sega and Sony. Nintendo, unfortunately, opted to maintain sole support for their own Shoshinkai Show in November. There were, however, plenty of 3rd-party N64 titles on display. Beyond support from the hardware manufacturers, there was a strong 3rd-party presence from such powerhouse companies as Capcom and Square.

Among the biggest commotions at the show was

created from Square passing out 100,000 copies of a sample *FF VII* disc. Similar to the demo disc included with the Japanese version of *Tobal No. 1*, the Tokyo Game Show disc includes an incredible promotional CG movie for the game. Also big news at the show was Sega's latest version of *Virtual On* (see page 42). Supporting a special controller for the Japanese market as well as the upcoming X-Band Saturn service, *Virtual On* is big news in Japan. Another major happening was the 20 second movie shown by Capcom of *BioHazard 2* (*Resident Evil 2*). Capcom, a

major presence in the market, also had playable versions of *Star Gladiator*, *Super Puzzle Fighter 2* and *Street Fighter Zero 2*.

Other notables included: Konami's movie booth where they showed N64 titles such as *J-League Perfect Striker*, and updates to *Fighting Vipers*, *Arc The Lad 2* and *Dragon Quest 3*.

Wild Choppers



Metal Gear Solid



Rev Limit



J-League Soccer



St. Andrews Links



New Games on the Floor

Revealed at the Tokyo Game Show 96 were several N64 games, plus some of the hottest Saturn and PlayStation games of the year

Nintendo 64

WILD CHOPPERS: *Wild Choppers* from Seta has been attracting attention for a while with its smooth anti-aliased graphics and promise of explosive action.

METAL GEAR: Showing for the first time from Konami, *Metal Gear Solid* is a 64-bit update of the classic NES military/RPG/action game.

REV LIMIT: *Rev Limit* is an amazing-looking 3D racer from Seta for the N64. From the video displayed at the show, this one could be competition for some of the PlayStation and Saturn's hottest racing franchises.

J-LEAGUE: From US sports leader, Electronic Arts, *J-League Soccer* is an N64 adaptation of the FIFA franchise. Early looks give this game a graphic edge over its predecessors if nothing else.

ST. ANDREWS: *St. Andrews Links* from Seta is one of the first sports games coming to the N64. This game was one of the few playable N64 games on the show floor.

Sega Saturn

DAYTONA: Running as a pre-alpha demo, *Daytona Championship Circuit Edition* was finally revealed at the Tokyo Game Show with just one track and one car. With a considerably sharper look and higher frame rate than the original *Daytona USA* for Saturn, the demo looked promising.

ENEMY ZERO: From the creators of *D*, *Enemy Zero* takes the graphic adventure genre to new heights with this 4-disc game for the Saturn. Due out in the US on both the Saturn and the PlayStation, this long-awaited title in Japan was shown in movie form at the show.

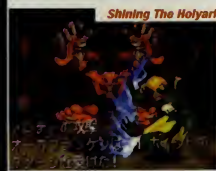
GRANDIA: Always eager to see the next RPG, *Grandia*, with its real 3D environments, was well-received by visitors to the Game Arts booth.

SHINING: Another in Sega's *Shining* series, *Shining The Holyark* is the first Sega-developed RPG for the Saturn. The super-deformed characters and cartoonish environments have been replaced with a more realistic 3D look.



PlayStation

BIOHAZARD: One of the highlights of the show, was a 20 second video running of *BioHazard 2* (*Resident Evil 2*). While the game was not playable, Capcom was showing enough to get a feel for the action. With all new characters, an intense story-line and several new gameplay features, *BioHazard 2* is likely to be an even bigger hit than the original (see pg. 61 for more details).



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"I have reviewed over 1,000 games and have
never seen anything like Perfect Weapon."
Lawrence Neves, Senior Editor Game Pro

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THIS MONTH @ ONLINE

ULTRA
GAME PLAYERS

An in-depth look at all the hottest holiday releases

Starting this month, **ULTRA Game Players Online** will carry a new 'Feature of the Month' section. This month's feature focuses on the relationship between anime and videogames. Popular anime titles like *Macross*, *Tenchi*, *E.V.A.*, and *Ranma 1/2* have all been made into videogames for release in Japan and some of the more popular titles are even starting to work their way over to the US. We will explore these titles in-depth and give you the chance to have your voice heard on the subject. What's your favorite anime to game release? What anime would you like to see converted into a videogame? Also, we'll be giving away some cool related prizes from A.D. Visions and Pioneer in the near future.

Also this month, we have new screen shots and movies for some of the hottest games of the holiday season. Check out the latest images and movies from *Resident Evil 2*, *Daytona Championship Circuit Edition* and *Wave Race 64*. Also check out our special holiday polls and ever-expanding codes and demos sections.

Finally, since **ULTRA Game Players Online** relaunched last July, we've received thousands of e-mails demanding a news section. We're happy to announce that we've been listening and, if you visit the site now, you'll see a brand new 'News' section. Updated every weekday at 6 PM Pacific Standard Time, this new section will cover all the late-breaking news of the videogame industry, with an eye to go beyond the press releases and present the real story.

SONIC'S X-TREME DELAY

Sega concedes that its much-heralded *Sonic X-Treme* won't be released this year

Sega announced recently that *Sonic X-Treme*, the first planned *Sonic* game for the Saturn, has been indefinitely delayed because of the inability to meet the holiday season deadline. In its place, it will be releasing a modified version of *Sonic 3D Blast*, a game originally announced for release on the 16-bit Genesis only. The Saturn version of *Sonic 3D Blast* will offer everything available in the Genesis version plus: climate

effects; an enhanced color palette; a new Redbook Audio soundtrack; two special 3D bonus rounds and CG movies. According to Sega, the Saturn version has been in secret development all along with the assistance of *Sonic* creator, Yuji Naka, and the release of the game on the Saturn has nothing to do with the failed attempt to get *Sonic X-Treme* to market by Christmas.

While it's commonly agreed that one *Sonic*

game for the Saturn is better than none, and therefore, the release of *Sonic 3D Blast* is a good thing, it's difficult to believe that Sega was ever planning to release two similar *Sonic* games at the same time. What's more plausible is that Sega predicted that *Sonic X-Treme*, an ambitious project, simply wasn't going to make it on time or wasn't quite the game it wanted and started work on a contingency plan, *Sonic 3D Blast*. As further evidence, Hirokazu Yasuhara, the original level designer for the *Sonic* series, including *Sonic 3D Blast*, was recently made part of the *Sonic X-Treme* team at the same time other vital team members were leaving. It's difficult to believe that, with such major changes in the project's direction, Sega truly felt confident in its ability to get the game out on time.



1 Feeling the pressure of the holiday season, Sega decides to delay *Sonic X-Treme*.
2 To take the place of *Sonic X-Treme*, an enhanced version of *Sonic 3D Blast* will be released for the Saturn.

News Feed:

EA is moving to a new headquarters. The new Redwood City, CA, headquarters will be designed around a 15-year growth plan. EA says it wants its employee base in Northern California to grow from its current status of 600 people, to 3,200 people in that time-frame.

A recent marketing study conducted by Alps (an OEM manufacturer for Sega, Sony and Nintendo) has predicted that the Saturn's lead in Japan over the PlayStation will widen in the second half of '96 and into '97.

Sega is working on a network version of *Sega Rally*

Plus for use on the Saturn Internet gaming system.

Sega and Capcom have agreed to merge their US pinball businesses.

Interplay has confirmed that it will be releasing *Clay Fighter 3* for the Nintendo 64.

Daytona Championship Circuit edition for Saturn is reported to have track editing options, two player splitscreen and NetLink support, as well as running at nearly 30 frames per second.

Nintendo is predicting that more than one million Americans will have rented a

Nintendo 64 within six months of the machine's arrival in the US. This prediction comes on the heels of a large deal with Blockbuster Video and Nickelodeon.

The 3DO Company has opened a new office in Redmond, Washington, and has grabbed Microsoft's erstwhile game chief, Tony Garcia, to run the operation.

In the first known action of its kind, the Software Publishers Association has filed a lawsuit against Max Butler of Seattle, Washington, for illegal distribution of software on the Internet.

GT Interactive reported record profits in the second quarter with revenues up to \$72 million for the period, an increase of 140 percent on the same period last year. Profits were up to \$4.8 million for the same period.

Activision has acquired the publishing rights to *Toukon Retsuden*, a Japanese pro wrestling game for the PlayStation.

NEC has announced that an agreement has been struck whereby Sega Entertainment is to begin development for NEC's PowerVR architecture.

Id co-founder John Romero

has left the company to start up his own enterprise.

Broderbund has scooped the global rights to the highly anticipated fantasy strategy game *Warlords III*.

Mark Dochtermann and Jim Dose, two members of the *Prey* team at Apogee, have left to work on development for the rival *Quake* engine.

Rocket Science is ceasing its publishing activities and will concentrate on development, following a publishing deal with Segasoft.

Resident Evil has sold more than 1,000,000 copies.

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WIRETAP

PERIPHERALS-A-PLenty FOR SATURN NetLink

A host of Saturn peripherals could be appearing on store shelves shortly after the launch of the NetLink

Sources close to Sega have indicated that working prototypes already exist for the Saturn floppy drive, printer and more. Sega is waiting to see how successful the NetLink will be before deciding whether or not to put these new devices into production. Sega is hoping to move more than 100,000 of the NetLink peripherals in the US by the end of the Christmas season. Already in the production line for the NetLink are a PC keyboard adapter (costing approximately \$15) and a full keyboard (costing approximately \$25). Furthermore, the Saturn mouse will be hitting the streets for approximately \$20. Rumor has it that ALPS, a major Japanese OEM manufacturer, will be producing all of these items for Sega, and is a likely candidate for future products as well.



Sega NetLink: More peripherals are on the way, including a mouse and a keyboard.

SONY BITES PUBLISHERS — AGAIN

We've heard that Sony of Japan and SCEA are considering raising their royalty rate

More than one publisher has come to us with the rumor that Sony is considering raising its disc pressing royalty rate from approximately

\$7/disc to \$9/disc. The ramifications are that there will be considerably higher production costs for publishers. It only follows that, to make the difference up, publishers are

either going to have to pass the increase on to consumers in the form of higher prices or are going to have to settle for slimmer profit margins. Smart money is on the former.

ARCADE TESTING GROUNDS HOST YET ANOTHER CAPCOM FIGHTER



X-Men vs. Street Fighter is a reality

Chicago was the site of yet another new arcade game. This title features the characters of both *X-Men*: COTA and the *Street Fighter*, including: Wolverine, Cyclops, Storm, Magneto, Juggernaut, Gambit, Rogue, Ryu, Ken, Bison, Charlie, Chun Li and more. Players choose two characters to play with, giving the game a sort of 'tag team' aspect. The play mechanics are far more like *X-Men* than *Street Fighter*.

CAPCOM LEAVING THE PLAYSTATION CAMP?

Disputes rage among the Japanese giants

Sources inside Capcom have indicated that it has been very upset with Sony's third party policies. Evidently, Sony was giving Capcom a very hard time about publishing *Megaman 8*, a decidedly 2D game with comparatively poor graphics by today's standards, for the PlayStation. Rumor has it that in the wake of the affair, Capcom has threatened to cease all future PlayStation development unless it could publish the title. Time will tell if this comes to pass or if Sony and Capcom will kiss and make up.

PEEK-A-BOO

The Japanese M2 unveiling is rumored to be happening at the end of October

Rumors have been circulating have indicated that Matsushita will have more than 70 of the units up and running for members of the press to try out. As a recap, the latest specifications going around for this top secret machine are: two PPC 603 CPUs, 6MB RAM, quad speed CD-ROM, custom geometry engine capable of 1,000,000 polygons/second and hardware support for texture-mapping, anti-aliasing, mip-mapping and z-buffering.

SEGA SATURN PRICE DROP

Sega may already be making plans to drop price again

At Sega's gamer's day, Bernie Stollar (Sega executive VP) told members of the industry press that when the time for the next price drop arrives, Sega would be the first to do so. Exactly how low the Saturn is going to drop is a matter of speculation, but we have heard numbers such as \$150 being bandied about. It is most likely that Sega will make this move in the three months before Christmas in an attempt to gain an advantage in the crucial fourth quarter. It seems that Sega, Sony and Nintendo are all going to enter the price wars in an attempt to see 'who blinks first', all of which can only spell good news for the consumer.



PLAYSTATION 2 AROUND THE CORNER?

News trickles forth about the PlayStation 2

While Sony has openly admitted that there will be a PlayStation 2, details of the system have been sketchy at best. Recently however, some of the information has leaked out. As we have come to understand it, the codename for the chipset is 'Highlander' and it's capable of blowing the doors off of the

Nintendo 64 and M2. Specs being thrown around include 8MB of RAM, anti-aliasing, z-buffering, trilinear mipmapping, and bilinear texture filtering, all accomplished in hardware and able to push more than 800,000 polygons with all features on. Details of a format are not clear, but it will most likely be in the form of a quad speed or

6X speed CD ROM, as it is reported to have to be backwardly compatible with all PlayStation 1 software and peripherals. We've also heard that it could be hitting stores as early as Christmas of 1997 with a price tag of approximately \$300.

SONY CUTS DEMO DISCS TO THIRD PARTIES

Rumors have stated that Sony may not allow third party publishers to press demo CDs anymore

Many publishers have wished to do demo discs for their product, to be distributed either at trade shows, for sale at retail or through magazine distribution. It has now come to light that SCEA will most likely no longer allow such practices. Instead, it will most likely try to implement a similar strategy to Sony of Japan. Consumers will have to subscribe to a sort of 'demo club', where they will receive about four discs per year at a cost of a \$60 per year subscription. A bit expensive, no matter how you slice it. Third parties will then pay Sony so that they may put their demo on Sony's demo discs.

The end result is that Sony gets revenue from both sides of the equation. Good for Sony... bad for the consumer who could have been getting demos considerably cheaper and more frequently if the more open policy had continued. There will be a few PlayStation demo discs coming out that were produced just before the ban was put in place. They are currently rumored to be *Burning Road* from Playmates and *Iron and Blood* from Acclaim and should be appearing with selected magazines and on newsstands by the end of the year.

BITS & BYTES

SNK has a new machine that is close to shipping in Japan, more later... • Capcom is said to be holding *Marvel Super Heroes* for more RAM, to keep all of the character animations in the game. • *Street Fighter 3* is to be done CPS hardware, and it will be 2D. • *X-Men Versus Street Fighter* is now in arcade test markets. • *Street Fighter 3D* is going to be called *Street Fighter Golden*, and is being developed outside of Capcom. • *Artraiser 1* and 2 is coming to Saturn from Enix. • The only N64 copy protection is the physical shape of the cartridge,

so US games WILL play on Japanese N64s, with a little work. On a related note, some Japanese consumers have been complaining that the analog stick is breaking too easy. • *Final Fantasy VII* by the numbers: 85 artists, with over 20 million said to have been spent on the product already (including the costs of setting up the LA development house). • Data East may be closing its doors. Apparently, its Japanese parent company has decided to shut down the entire consumer division. However, the coin-op division will still be in operation (remember that the pinball divi-

sion was sold to Sega a year or so ago). • It looks like EA will be the one to get *Legacy of Kain* and *Pandemonium*. Both games were developed by Silicon Knights out of Toronto for Crystal Dynamics, who will revert back to its original developer status. • Sony is apparently still balking on RPGs. *Beyond the Beyond* has been delayed, and Sony is said to be holding up developers like Attus who are bring *Revelations Series Persona* (over 300 hours of gameplay, first in a series of RPGs).

YET MORE MORTAL MANIA?

Just who will be returning in Mortal Kombat 4?

Williams has been very secretive regarding the latest incarnation of *Mortal Kombat*. However, that hasn't stopped the rumor mill from churning out some very interesting bits. While *MK4* will be a 3D fighter

(Williams is presumed to have used

WarGods as a test of their 3D engine), it is difficult to tell which members of the cast will be returning. As we

have heard it last, Liu Kang, Shang Tsung,

Sub-Zero, Kano, Sonya, Cyrax,

and Cabal are all slated to return in the next series. Furthermore it seems that Sub-Zero will be getting a game developed all for himself. Whether there are cameo appearances from other characters of the Outworld realm is still a matter of speculation.



Which of these guys is going to make the cut and get a starting position in MK4?

MORE MONKEYING AROUND

Another Monkey Island may be just around the corner

Could it be possible that the elusive third part of the *Monkey Island* trilogy has finally entered development? Well, that's what we've been hearing. The adventure series from LucasArts is one of the most fun and most popular PC titles of all time. A third part was always planned, but there was never any word on when it would finally happen. While development has reportedly started, there is no word regarding a timeframe for release.

THE BIG PICTURE

Industry Info • Exclusive Polls
Overall View • Sales Charts • Graphs

APPROVAL RATING

What YOU think of the industry's big guns

Welcome once again to the Big Picture, where we break down and scrutinize every little bit of info we can get on the month that was in the land of videogames... or, um, something like that.

First of all, let's take a look at our monthly Approval Rating, where we let you, the videogaming public, rate the Big Three's performance via our exclusive online poll. The big story this month is that Sega has jumped from an OK 69% approval to take the lead with a whopping 81%! With the release of the N64 still a few weeks away, Nintendo's credibility just keeps dropping, while Sony posts a modest three point climb. Can even the mighty Mario save Nintendo's damaged reputation? We'll see next month...

NINTENDO
30%

SONY
73%

SEGA
81%

JAPANESE TOP TEN



A game like *Forever With You* you probably wouldn't sell a single copy outside of Japan, but they just love this game in the land of the Rising Sun!

DISCONTINUED

SYSTEM: SATURN PUBLISHER: SEGA	4
TRACK & FIELD SYSTEM: PLAYSTATION PUBLISHER: KONAMI	5
NIGHTS SYSTEM: SATURN PUBLISHER: SEGA	6
SUPER MARIO 64 SYSTEM: NINTENDO 64 PUBLISHER: NINTENDO	7

This month's results from Japan really spotlight the differences between videogaming there and over here. First of all, *Forever With You*, one of those crazy 'let's get to know the cute Japanese girl and maybe even go out on a date' games, is number one, beating out such heavyweight contenders as *Super Mario 64* and *Nights*!

1 Forever With You

SYSTEM: SATURN
PUBLISHER: KONAMI

2 Greatest Nine '96

SYSTEM: SATURN
PUBLISHER: SEGA

3 Saturn Bomberman

SYSTEM: SATURN
PUBLISHER: HUDSON

SEGA AGES

SYSTEM: SATURN
PUBLISHER: SEGA

TOTAL NBA '96

SYSTEM: PLAYSTATION
PUBLISHER: SONY CE

PILOTWINGS 64

SYSTEM: NINTENDO 64
PUBLISHER: NINTENDO

Greatest Nine '96 (World Series Baseball II on our side of the ocean) is no real surprise at number two, but then Saturn Bomberman shows up at the third slot! While this game is certainly a blast (we've been hooked for weeks), the Bomberman series is still more of a niche game in the US.

Notice that the only game on the whole chart that wasn't made in Japan is *Total NBA '96 (NBA Shootout over here)*. Japanese gamers love the NBA!

YOUR 10 FAVORITE RELEASED GAMES

1 Resident Evil

SYSTEM: PLAYSTATION
PUBLISHER: CAPCOM



2 WipEout

SYSTEM: PLAYSTATION
PUBLISHER: PSYGNOSIS



3 Nights

SYSTEM: SATURN
PUBLISHER: SEGA



4 Virtua Fighter 2

SYSTEM: SATURN
PUBLISHER: SEGA

5 Panzer Dragoon II

SYSTEM: SATURN
PUBLISHER: SEGA

6 Return Fire

SYSTEM: PLAYSTATION
PUBLISHER: ELECTRONIC ARTS

7 Street Fighter Alpha

SYSTEM: SATURN
PUBLISHER: CAPCOM

8 Super Mario RPG

SYSTEM: SUPER NES
PUBLISHER: NINTENDO

9 Vectorman

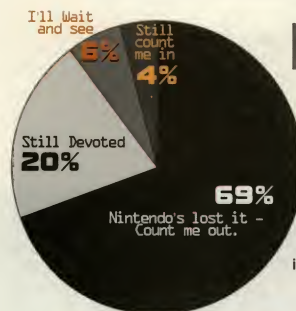
SYSTEM: GENESIS
PUBLISHER: SEGA

10 Twisted Metal

SYSTEM: PLAYSTATION
PUBLISHER: SONY CE

Not much has changed here since last month, except for the notable debut of Sega's *Nights* at the number three spot. Amazingly, *Resident Evil* and *WipEout* still dominate the top spots, despite the fact that they've been out for months and months. A quick glance at the rest of the chart seems to prove a point that we've been making all year — there just aren't enough quality games coming out. All of the publishers hold back nearly everything for the holiday season, leaving us eager gamers with just a few big titles to play in the meantime. When a great game does come out, it's got an open market all to itself. This is what happened with *Resident Evil* earlier this year, and everyone's still playing it.

NINTENDO BOOM OR BUST?



Nintendo has thrown N64 hopefuls a couple of new curve balls recently. On the good side, the price has dropped \$50 to \$199. Unfortunately, the launch games have dwindled down from eight to a slim two, with only 12 games currently announced for Christmas. With these changes in mind, we asked online gamers 'what are your current intentions toward the N64?' The results weren't very inspiring for Nintendo...

ULTRA GP Top Ten



WaveRace 64 is so good-looking, so incredibly realistic, that it got us all hopelessly addicted from the first time we played.

- 1 WaveRace 64**
SYSTEM: NINTENDO 64
PUBLISHER: NINTENDO
- 2 Fighting Vipers**
SYSTEM: SATURN
PUBLISHER: SEGA
- 3 WipEout XL**
SYSTEM: PLAYSTATION
PUBLISHER: PSYGNOSIS

- 4 NBA LIVE '97**
SYSTEM: PLAYSTATION
PUBLISHER: SONY CE
- 5 SUPER MARIO 64**
SYSTEM: NINTENDO 64
PUBLISHER: NINTENDO
- 6 MADDEN '97**
SYSTEM: PLAYSTATION
PUBLISHER: EA SPORTS
- 7 STAR WARS: SOE**
SYSTEM: NINTENDO 64
PUBLISHER: NINTENDO

- 8 TOTAL NO. 1**
SYSTEM: PLAYSTATION
PUBLISHER: SONY CE
- 9 FF WORLD CHAMPIONSHIP**
SYSTEM: PLAYSTATION
PUBLISHER: PSYGNOSIS
- 10 PILOTTINGS 64**
SYSTEM: NINTENDO 64
PUBLISHER: NINTENDO

a runaway hit around the office — WaveRace 64. This game deserves to sit right beside Mario 64 atop the Altar of Greatness, and for die-hard racing fans, it may even be better than Mario. WipEout XL and Fighting Vipers also made a big splash, giving each major system a spot in the top three.

SONIC BLASTED?



Just in case you haven't heard, Sega has postponed the release of Sonic X-Treme until next year. Instead, Sega is planning to fill the holiday gap with a Saturn version of Sonic 3D Blast, a beefed-up Genesis game. We asked online voters, 'If you were planning on buying Sonic X-Treme, are you now going to buy Sonic Blast instead? The results were a mixed bag...

Any Sonic is
Good Sonic.
45%

Accept NO
Substitutes.
54%

YOUR 10 MOST ANTICIPATED GAMES

- 1 Super Mario 64**
SYSTEM: NINTENDO 64
PUBLISHER: NINTENDO
- 2 WipEout XL**
SYSTEM: PLAYSTATION
PUBLISHER: PSYGNOSIS
- 3 Final Fantasy VII**
SYSTEM: PLAYSTATION
PUBLISHER: SQUARE
- 4 Virtua Fighter 3**
SYSTEM: ARCADE
PUBLISHER: SEGA
- 5 Tekken 2**
SYSTEM: PLAYSTATION
PUBLISHER: NAMCO
- 6 Crash Bandicoot**
SYSTEM: PLAYSTATION
PUBLISHER: SONY
- 7 Sonic X-Treme**
SYSTEM: SATURN
PUBLISHER: SEGA
- 8 Street Fighter Alpha 2**
SYSTEM: SATURN
PUBLISHER: X
- 9 F1 World Championship**
SYSTEM: PLAYSTATION
PUBLISHER: PSYGNOSIS
- 10 Total No. 1**
SYSTEM: PLAYSTATION
PUBLISHER: SONY CE

With the impending release of the Nintendo 64, Super Mario 64 seemed to be on top of everyone's list this month, bumping WipEout XL and Final Fantasy VII each down a notch. With such a strong following, I don't think we'll see FF VII leave the charts until it releases next year. The mega-hot Virtua Fighter 3 also ranks tops among online voters, as does Tekken 2, which should make the jump to the top of our 'Released' chart next month.

Sonic X-Treme took a nasty fall from third to seventh just before the word hit that the whole project was in disarray — could our voters be psychic? Debuting this month was Street Fighter Alpha 2 and number seven, while Die Hard Trilogy dropped off completely.

MAKE HASTE.

Blue is back.



SONICTM 3D BLAST

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IT'S GAME TIME.

RISE AND SHINE

16-bit powerhouse Shiny Entertainment prepares to face the challenges of the next generation.

Shiny Entertainment

For a company with such a distinguished 16-bit history, nary a peep has been heard from Shiny Entertainment since the introduction of the next-generation of videogame machines. But that is about to change, as Shiny readies for the release of its moody 3D adventure game *MDK* on the PC this Christmas, and the subsequent release of its first 32-bit game, *Wild 9's*, in April of 1997.

The fact that Shiny's next game is a PC game is somewhat surprising. But more importantly, it says a lot about the direction of games industry from a company that has always been noted for its market savvy. It is Shiny's belief that the PC is now a very important platform that features a game-hungry userbase that cannot be ignored.

The interesting tact of Shiny's venture into the world of PCs is that the design of *MDK* features decidedly console-type gameplay. The advent of 3D graphics cards has finally equalized the potential of the PC to produce a game experience comparable to that of a home console system. The impressive processing power and storage capabilities are undoubtedly an attractive resource for game designers as well. The added capabilities afforded by a machine that costs thousands of dollars allows Shiny to produce a game loaded with astounding graphics and gameplay depth. *MDK* may look and play like a platformer, but its immense scale and game capabilities would have to be ingeniously designed to work on the limited architecture of a home console.

But as attractive as the PC is to develop on, Shiny certainly believes in the appeal and economic viability of a CD-Rom-based home console system. Shiny expects to make a big splash in its return to the consoles with *Wild 9's*, and, with its unique talent for melding game design, technology, marketing, and merchandising (a TV series and line of toys is in the works), there is little doubt that the splash may well turn into a tsunami.



Even in the early developmental stages *Wild Nines* is impressive. See the exclusive *Wild Nines* movie on the UGP CD for the definitive proof.



David Perry

Games Resume:

- *Earthworm Jim I & II*
- *Aladdin (Genesis)*
- *Cool Spot*
- *Teenage Mutant Ninja Turtles*
- *Global Gladiators*



Born in Belfast, Northern Ireland, David Perry moved to London, England at the age of 17 to pursue a career in videogame design. Perry went on to create video game titles for nearly every major European publisher, including the award-winning *Teenage Mutant Hero Turtles* for Mirrorsoft, before being lured to beautiful Southern California.

In October 1993,

Perry formed Shiny Entertainment, which subsequently formed an alliance with Playmates Toys. The alliance resulted in the creation of *Earthworm Jim*, which put Shiny on the map as a producer of quality 16-bit games highlighted by a quirky sense of humor and distinct personality.

In 1995 Shiny Entertainment was bought by Interplay Productions, a leading video game publisher based in Irvine, California. Shiny is working on two brand-new games — *MDK* for the PC and *Wild 9's* for the Playstation/Saturn consoles.

1 Exposed and vulnerable – Imagine the frenetic gameplay that will occur when Wex faces an attack while on this landbridge.

2 Even this early in development, the tension in the gameplay is already communicated.

3 Wex will react realistically to whatever terrain he is on. That bridge looks a little precarious...



5% Complete

The Story

MDK chronicles the tale of an Earth decimated by beings of pure evil known as 'Stream Riders'. The Stream Riders have arrived via electrical discharge paths called 'Streams' which span the Universe like an inter-galactic highway. The Earth has embraced these streams as a source of clean, free energy, but now the streams have become a harbinger of destruction for the human race.

With little warning, the Stream Riders have released giant mobile mining cities that wreak havoc on Earth. These monstrosities crush whole cities and kill millions of people as they roam the surface of the planet, processing resources. The remaining survivors go into hiding with bleak prospects for the future of the species.

Orbiting high above the Earth is the only hope for mankind. Dr. Fluke Hawkins, his genetically engineered dog, Max, and the Doctor's protegee, Kurt, have noticed the nightmarish proceedings going on below them. Initially, the Doctor turns to Max as the hope for humanity. But Max speeds off before the Doctor has a chance to explain just what it is he wants him to do. With little hope of chasing down Max, the Doctor grabs Kurt and proceeds to the Invention Room. Here Kurt is arrayed with the Doctor's inventions to address the worldwide threat. Though Kurt is troubled by the Doctor's eagerness to test his inventions, Kurt dons the bullet repellent attack suit and accepts the responsibility for the fate of human kind.

Interview

David Perry
President - Shiny Entertainment



Q: For the moment, Shiny seems to be covering all the bases by developing for both the PC and the home consoles. Any thoughts on whether the future of

video gaming lies with the PC or Home Console systems?

A: Consoles will always win the minds and hearts of all sane gamers. PCs are a pain in the ass to configure and your machine gets out of date REALLY, REALLY fast. Basically, my feeling is that a true gamer will want to be playing games rather than be on his hands and knees with a screwdriver swapping boards in his PC. Until the day when it takes ZERO technical ability to operate, and [manufacturers] build great PCs for \$200, the console market will remain very strong and healthy.

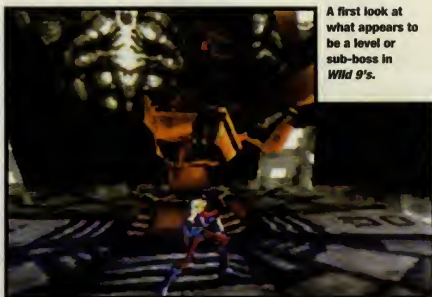
Q: Does your approach differ based on whether a game is being developed for PC or console?

A: Absolutely. Working on a PC is like

having your hands untied. We have so much workspace inside the machine, it's like throwing frisbees around a football field. We have grown up programming 1K computers. Twelve years later we have 8,388,608K. The consoles have 2,097,152K. So basically, when working on a PC, you are able to think REALLY BIG. On the consoles — pretty big. The rules thing is also cool. If you make a game for Sega or Sony, you must do it with their permission. On the PC, you can make ANYTHING you like. That feels REALLY good for a change.

Q: How much emphasis is Shiny placing to put into PC development?

A: Just one game a year that we pour our heart and souls into. We all play PC games in the office. It is also a great format for multi-player games. We were really just dipping our toe into the water as far as the PC market goes. To our surprise we are being made very welcome. Starting the Shiny web site (<http://www.shiny.com>) was also a



A first look at what appears to be a level or sub-boss in *MDK 9's*.

great idea because it gave gamers a direct connection to Shiny. We get some really good feedback from these guys — and girls.

Q: Considering that your history is in the console arena, are there any concerns that the PC audience won't take your PC games seriously?

A: Sure, we have really come in from left field. I expect most PC game development teams have never even heard of us. But that's all going to change at Christmas. We have been waiting on the sidelines for the PC to come of age and be a viable format for making REAL games and not just interactive movies. That time is now, and here we are.

Q: Which of the home console systems is Shiny placing their development emphasis on?

A: In other words, which system do you ultimately see dominating the market? Is that system necessarily going to be the best system for your products?

A: We have always made our games for more than one machine. In the past, it has been Sega and Nintendo. This year, it is Sega and Sony. Next year, who knows? Whichever machine wins the World Console War will have our next game running on it. It sure is fun watching these massive companies [competing] in the biggest fighting game ever.

Q: Is Shiny planning to develop any games for the Nintendo 64?

A: Not until cartridges go COMPLETELY away. As far as the machine itself goes, the hardware is totally excellent and we will probably do a game for it when EVERY N64 user has got his/her hands on a 'bulky' drive.

The Game

Comprised of nine huge levels, each level of *MDK* is composed of an infiltration, infiltration/combat, and recovery stage. Each of the game's levels requires sneaking into a huge mining city, trying to avoid detection by enemies while attempting to complete a mission objective. If Kurt is detected, the gameplay quickly transforms into a major shooting-fest until Kurt's fate is decided (at least for the moment).

One design element of note in *MDK* is the precise collision detection. A player can zoom into the distance in sniper mode and fire a shot at the shoulder of a target that will blow the arm off. Taking out particular body parts on a target requires incredibly complex programming trees to accurately represent the damage in every ensuing game sequence. Somehow, Shiny has managed to figure a way to overcome these programming challenges.



1 The numerous animations allow Wex's movements to appear utterly realistic.



2 Touches like turning the head to look in another direction are what separates and elevates the level of animation.



Interview

Nick Bruty Creative Director -MDK

Q: Although the graphics in *MDK* are stunning, the overall look of the game is significantly darker than past Shiny efforts. Are there any worries about the reaction to *MDK* from a public more accustomed to the light-hearted appeal of *Earthworm Jim*?

A: Although people know us best from *Earthworm Jim* and *Aladdin*, we have actually developed a wide range of games from *Alien 3* on the Super Nintendo to *Terminator* on the Genesis (both significantly darker titles). You can fall into dangerous territory if you try to predict what the public wants from you, as opposed to going with your original ideas. Shiny learned this while writing *Earthworm Jim 2*. We all would have preferred to do something new, and this affected the game. Now, Shiny has a policy to never develop back to back sequels.

Q: Just how large are the 3D environments in *MDK* and how much freedom does the player have to explore?

A: Very large. You are, after all, in an alien city, where the average alien is two to three times the size of Kurt. I also wanted to create a very open spacious feel to the game. Even when you go inside buildings, they're huge. There will be plenty of areas to explore, but we also realize this is an action-based game, so we make sure you can find your way through an area even if you're in a hurry, although it may not be easy.

Q: The sniper view is one of the most impressive features of *MDK*, but is there the danger of that view reducing a significant portion of the gameplay to the level of a simplistic shooter?

A: No. The sniper mode is there to compliment your other weapons and while it's great for taking out still or slow moving Aliens, it's very hard —

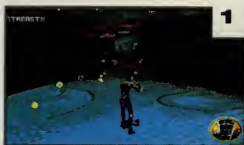


Nick Bruty assured us that *MDK* didn't really mean Murder, Death, Kill, but we're still not convinced!

but not impossible — to track fast moving Aliens. One thing to remember is that the Aliens talk and listen to each other. Say you 'sniper-kill' a guard who was sleeping on his watch, his last muffled screams will alert the other aliens in the area. The trick is to always make your first shot count. Aim for the most intelligent looking Alien in the room first.

Q: Come on, does *MDK* really stand for Max, Doc and Kurt, or is it just a smoke screen so the more easily flustered elements of society won't get upset about a game called Murder, Death, Kill?

A: I don't know what you mean. I've always called it MISSION: DELIVER KINDNESS.



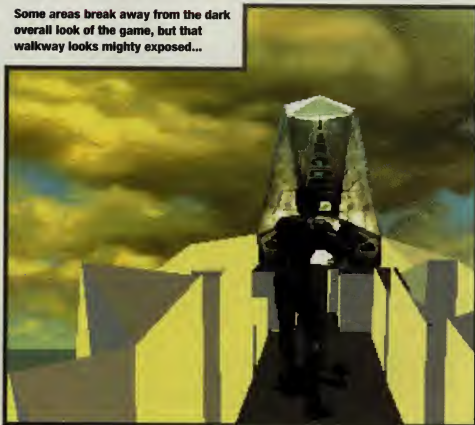
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2

- 1 Once the enemies are alerted, the action becomes fast and furious.
- 2 Escape is the best alternative, but sometimes it's a matter of 'out of the frying pan and into the fire'.
- 3 When there's no place left to run, administer a little intergalactic diplomacy — human-style.

Some areas break away from the dark overall look of the game, but that walkway looks mighty exposed...



The Story

The *Wild 9's* is the story of Wex and eight ragtag teenagers who have been brought together by fate to fight the tyrannical organization known as 'Domination' and to destroy its evil leader 'Karn'.

Karn appears as an enormous 376-year old face mounted on the ceiling of his palace headquarters located on the outer perimeter of the Annapolis Cluster. The Cluster is being decimated by Karn and a monstrous gun known as the 'Zero Cannon' which is cyberkinetically connected to Karn. Everything in a 500-mile radius of the palace has been destroyed resulting in a huge crater that is lined with debris. Anyone foolish enough to oppose Karn is quickly dispatched by his army which has been slowly and systematically destroying the Cluster, charring planets and leaving them in ruins.

The eight teenagers allied with Wex have all had their families obliterated by Karn's Iron-fisted rule. Wex, armed with a powerful weapon, is asked to lead the group in their quest to defend the rest of the Cluster against the tyranny of Karn and Domination. Wex hesitantly agrees, and the fate of the Cluster resides in the hands of a band of nine renegade teenagers wild and brave (or crazy) enough to face a galactic army... the *Wild 9's*.



1



2

1 The in-helmet sniper view allows the player to target particular body parts on enemies. Ouch!

2 The zoom-in sniper feature gives some kills a definite assassination overtone.

You are here



TO SAVE MANKIND FROM IMMINENT DESTRUCTION,
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Interview

Kevin Munroe
Creative Director - Wild 9's

Q: How significant is your personal role in a game's development and how much of your role is orchestrating the visions and ideas of the development team?



A: Shiny has extensively searched the globe for the best game developers in the world. We have a team of nine very talented people; all of whom are the best in the field at what they do. With this in mind, I've developed the world and characters of *Wild 9's*; the top of the tree from which everything will flow. I like to act as a guide through this world and its characters. I try to get everyone involved to take advantage of this alternate reality and its creative freedom. If I've done my job correctly, the videogame will be an ideal flagship for the entire property of *Wild 9's*.

Q: A significant amount of effort has been expended on character development and the creation of a unique, new world for *Wild Nines*. Why such an emphasis on these elements and what do you think they add to the actual gameplay?

A: It's no secret that Shiny loves character-based properties. I want *Wex* to be as real as possible,

Meet *Wex* and his wonder weapon. According to David Perry, it will 'make killing a joy.'



These preliminary sketches offer a tantalizing taste of what the *Wild 9's* universe will deliver.



1 The lighting effects in *Wild 9's* is one of the keys of its atmospheric look.



2 The animation promises to surpass anything that came before.



3 These early shots show the game at only about 5% complete.

and as a result, I've developed this unique world and its 24 characters. As a designer, you have to lay out HOW the characters behave with one another and react to certain conditions and environments. By doing this, I think the gameplay is enhanced to the point where you are playing an ACTUAL person dwelling in this alternate reality. I believe that it does, in fact, exist.

The numerous animations allow *Wex's* movements to appear utterly realistic.

Q: Why not use the game engine developed for *Wild 9's* as the basis for *Earthworm Jim 3*?

A: Once again, I think we have some of the most creative people working in videogames today at Shiny.

Perfecting a certain 'brand' is fine, but to tie their hands and give the team the same world and characters, however bizarre, would be more of a

The Game

An interesting aspect of the design process of *Wild 9's* is how Shiny considered the strengths and weaknesses of Nintendo's *Super Mario 64* in an attempt to determine how they might design a game to surpass what has been touted by many as the best game of all time. The result of their study resulted in five game aspects that hold the key to surpassing Nintendo's effort.

First, despite the beautiful 3D graphics of *Super Mario 64*, Shiny sees an opportunity to improve on them through the use of light sourcing and texture mapping. Whereas *Mario 64* creates a primary color-heavy 'cartoon' world, *Wild 9's* will create a more richly detailed, atmospheric world for its foundation.

Secondly, although the music in *Mario* is an extraordinary achievement, *Wild 9's* will feature a full music score of an epic nature which will work with an array of sound effects to fully exploit the audio strengths of the CD-ROM format.

Thirdly, the animation in *Wild 9's* is intended to surpass anything seen in *Mario 64*. Attitudes, inflections, and reactions will be communicated to an extent never experienced before.

Next, gameplay can easily be considered the strength of *Super Mario 64's*, but Shiny intends to respond by creating a structure for unrivaled control over the characters.

Finally, *Wild 9's* will be distinguished for the weapon firing model being developed by Shiny. The programming intricacies of weapons firing is the reason for the unarmed nature of characters in 3D platform-type games, but Shiny Entertainment intends to revolutionize the genre by offering a whole new level of character interaction. As David Perry put it himself, 'Killing enemies will be a joy.'



1 Texture-mapped polygons provide the basis for the extraordinary graphics.

2 This temple gives some idea of the content in some of the game levels.

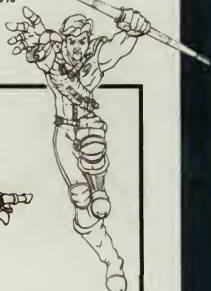
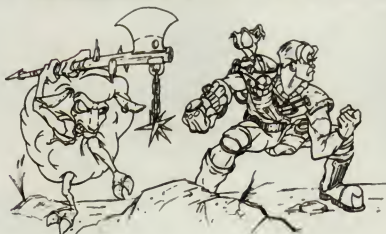
detriment to their creativity.


Q: Will *Wild 9's* gameplay follow suit and display a quantum leap over the 16-bit gaming experience? How do you intend to accomplish this?

A: With lots of coffee! Seriously, this will be the MOST ANIMATED console game ever. *Earthworm Jim*

had a whopping 3,000 animations. By the end of production, *Wild 9's* will have in excess of 60,000 handmade animations! Living environments. Astounding visuals. Original characters. 100% Pure Fun.

Renderings:





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~~MM~~

pounding music. It's time
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051 King's Field II

055 Tomb Raider

062 Pro Wrestling

074 Top Gear Rally

059 ReLoaded

062 Torico

061 Resident Evil 2

065 Treasures Of The Deep

043 Robotech: Crystal Dreams

063 Ultima IX

071 Sonic 3D Blast

050 Ultima Online

073 Starfleet Academy

044 Virtua Cop 2

042 Virtual On

076 WaveRace 64

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Previews section, of course!

So what are you waiting for? Turn the page and let's get right down to it! We've got a whole bunch of comprehensive, in-depth previews just waiting for you to sink your teeth into. Enjoy!!!

VIRTUAL ON



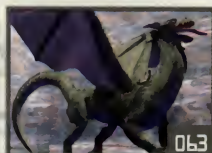
042

TOMB RAIDER



055

ULTIMA IX



063

DARK SAVIOR



044

Virtual On

SYSTEM: SATURN
PUBLISHER: SEGA
DEVELOPER: SEGA (AM2)
RELEASE DATE: DECEMBER

Bright lights, big explosions — Sega's arcade cyberbattle comes home

Making its debut in the arcade (as most great Sega titles do), *Virtual On* has been described as a 'gamer's game' by many in the

know. Created by the AM3 team (Sega *Rally*, *Last Bronx*), the most common initial reaction to this mech-battle game is one of light confusion. It's easy

enough to grasp the fact that each of the two mechs in the ring are equipped with special weapons for use on each other. However, the confusion starts when multiple explosions start erupting in every direction and each of the mechs is zipping around the ring looking for cover behind one of the 3D structures and your life meter is just about empty from all the abuse you've taken and you're waiting for your favorite weapon to recharge and... Of course, once the game is mastered, this is exactly when it's at its best.

Graphically a high-tech wonder in the arcade, *Virtual On* for the Saturn is already looking pretty close to the original, complete with real 3D explosions, intricately designed mechs and detailed backgrounds.

As for the gameplay, there are ten different levels of high-intensity action, including a rewarding boss stage. Each level offers not only a different look, but a different layout



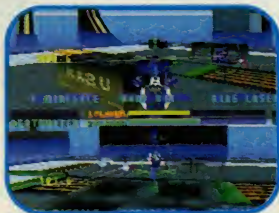
1-2 Each level has at least some 3D elements behind which the player can take cover, or execute a strategic attack. Also, the playing areas are much larger than a traditional fighting game ring, creating a long-distance dynamic to the gameplay.

with 3D obstacles inside the ring to be used for shelter and strategic attacks. There is also a two-player, split-screen mode giving it an extended life span traditionally known only to fighting games. While the control is likely to be an issue, coming from a dual stick design in the arcade, there are already workable configurations for the Saturn controller. If you're a fan of the game, feel free to get excited over this version, which is looking very good. If you missed it in the arcade, it's time to check it out for home.



1 With several large and varied arenas, each stage has its own secrets and strategic elements.
2 Though most of the fighting is done from a distance, there is some close 'hand to hand' combat.
3 Jumping high above the ring allows the player to get a better look at the playing field below.
4 Caught in a major explosion is never the place to be.

The two-player split-screen mode gives *Virtual On* an almost endless life span.



1-3 Various camera angles, not offered in the arcade version, already make the Saturn version better equipped for the home.



Tecmo's Deception

SYSTEM: PLAYSTATION
PUBLISHER: TECMO
DEVELOPER: TECMO
RELEASE DATE: NOVEMBER

With a story of murder, hatred and pure evil, it's unlikely that Tecmo's *Deception* is going to appeal to the light-hearted gaming enthusiast. For those not frightened by

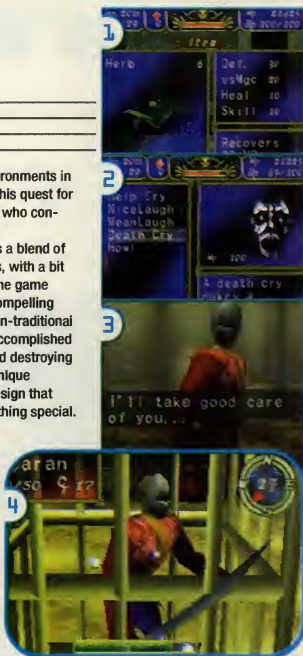
the concept of making deals with the Devil for ultimate power, however, this game may be just what you're looking for. Set in medieval times, *Tecmo's Deception* is a first-person adventure

game with elaborate 3D environments in which the player must fulfill his quest for revenge on the townspeople who condemned him to death.

The actual gameplay is a blend of RPG and adventure elements, with a bit of action thrown in to keep the game moving. Perhaps the most compelling aspect of gameplay is the non-traditional defense method, which is accomplished by trapping your enemies and destroying their souls. It's this kind of unique approach and the stylistic design that could make this game something special.



1 Traditional RPG elements are used in combination with 3D action sequences. 2 There simply aren't enough games with 'Death Cry' masks anymore. 3 Detailed 3D characters help to sell the mysterious world of Tecmo's *Deception*. 4 Capturing an enemy in a golden cage and sucking out his soul is just one way to do away with your foes.



Robotech: Crystal Dreams

SYSTEM: NINTENDO 64
PUBLISHER: PHILLIPS MEDIA
DEVELOPER: GAMETEK
RELEASE DATE: DECEMBER

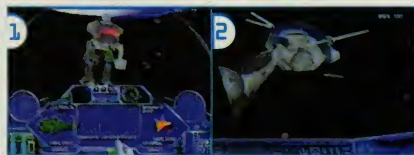
For fans of the classic anime series, few science fiction properties can match the extraordinary visual

style, the epic grandeur, and yes, even the soap operatic appeal of *Robotech*. The only real wonder is that there

hasn't been a flood of videogames based on the hit animated series.

If nothing else, the prospect of the game being designed for the state-of-the-art Nintendo 64 seems to indicate the wait for a *Robotech* game may have been worth it.

This screen shot is a mock-up, but it suggests the designers' ultimate aspiration.



1 It's early, and the video quality isn't up to par, but game development seems to be running behind expectations. 2 The ability to scan in any direction to locate targets adds an exciting element to gameplay.

Conceived as the first episode of a new saga set in the *Robotech* universe, *Crystal Dreams* features a multi-branching plotline with various outcomes. Interaction with characters like Rick Hunter and Max Sterling intertwines an intriguing personal story with the battle action.

These screen shots are from a videotape that seemed more like a technology test than actual gameplay. Hopefully, the finished product will display more detail and offer the type of fast-paced gameplay that would be expected of a *Robotech* game. If the promised 'realistic' flight model of the Veritech Fighter can be successfully melded with the graphical capability of the N64, *Robotech: Crystal Dreams* can be a dream come true.



1-3 Fully textured 3D models of the Veritech Fighter and Zentradi ships hint at the promise of the N64 *Robotech* game.

Dark Savior

SYSTEMS: SATURN
PUBLISHER: SEGA
DEVELOPER: CLIMAX
RELEASE DATE: NOVEMBER

This game first showed up in the Japanese press several months ago and immediately grabbed the attention of many an eager RPG fan still waiting for a true next generation experience. *Dark Savior* takes

advantage of the Saturn's 3D power and CD storage capabilities by offering a large variety of polygonal environments mixed with sprite-based characters. The gameplay is a mix between action, puzzle and tradi-

tional RPG play with a story line that focuses on the lead character's role as a bounty hunter searching for a lost prisoner.

One nice feature in the game is the compatibility with Sega's new analog controller. While the action of the game is still controlled with the digital d-pad, the camera angles can be adjusted anytime with the analog controller, giving the game a convincing 3D feel. With the game being near finished for the Japanese market, there remains only the translation to be done before it can be released in the US. If the story line holds up, it could be something special.

1-3 With the aid of the new analog controller, the camera angle can be shifted at any point in the game to help navigate the complex 3D environments. The camera angle can be shifted without the analog controller, but it's less efficient that way.

4 *Dark Savior* uses traditional RPG techniques to unravel what promises to be an involved story line.



Virtua Cop 2

SYSTEMS: SATURN
PUBLISHER: SEGA
DEVELOPER: SEGA AM2
RELEASE DATE: DECEMBER

Part of last year's stunning arcade trio for the Saturn, the original *Virtua Cop* set a new standard for light gun shooters. This year, Sega is set to release the equally impressive sequel, *Virtua Cop 2*. Taking the high-action, polygon shooter to the next level with innovative elements such as the car chase level, direction choices and the highly interactive backgrounds, *VC 2* gives the player everything that was great about the original, plus that little extra that makes a sequel able to stand alone.

For fans of the arcade version, expect a very close translation to the Saturn. The graphics, speed and responsive play are all looking to be in the same class and with the Sega Stunner peripheral, the arcade and home experiences are a very close match. Shaping up to be the best light gun shooter on the Saturn, *VC 2* is a promising part of this year's holiday push. So get ready to take a serious bite out of crime and have one heck of a good time while you're at it!



1 With an even faster pace than the original, *VC 2* resembles some of Hong Kong's finest action flicks.
2 The occasional ability to choose directions adds to the overall life of the game.
3 Knee-cap, shmeo-cap.



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Ultima Online

SYSTEM: PC CD-ROM
PUBLISHER: ORIGIN
DEVELOPER: ORIGIN SYSTEMS
RELEASE DATE: NOVEMBER

Among online roleplaying titles in production, *Ultima Online* garners the most attention. Based on the popular fantasy world of Britannia, *UO* will host thousands of players as they explore a fully realized world, where even the actions of the players effect the reactions of the world. 'Nothing in the game is impossible,' says Starr Long, the associate producer of *Ultima Online*.

Players will communicate via keyboard, with the words they type appearing above their character's heads. Players can embark on adventures together, using two different

modes for group travel. Rather than use the usual point-based system for character growth, *UO* will use a skill-based system, where characters increase their skill by practice. If, however, a character does not practice a skill, it will fade away over time, just like it would for a human.

Origin is proud of its contribution to the online RPG scene, and rightly so. The system requirements are pretty steep, however — you'll need at least a 486DX2/75 with 8MB RAM, along with a 32-bit TCP/IP connection to the Internet to get it up and running.



Most tasks will be performed in various windows that pop up, allowing an easy exchange of inventory.



- 1 The various locales of the *Ultima Online* world differ greatly from each other, and will even include their own forms of plant life.
- 2 Because the *Ultima Online* world is so vast, traveling by horse or ship will be a necessity.
- 3 The overview map will help characters keep track of where they are. The world is vast, so getting lost is a definite possibility.

Sub-Culture

SYSTEM: PC
PUBLISHER: VIRGIN INTERACTIVE
DEVELOPER: CRITERION STUDIOS
RELEASE DATE: JANUARY '97

Although Criterion Studios is a new name in the world of PC games, the UK developer has extensive experience in 3D graphics through its

ties to Criterion Software Ltd. With a solid technical foundation, the real question remains whether Criterion Studios can produce quality PC games.



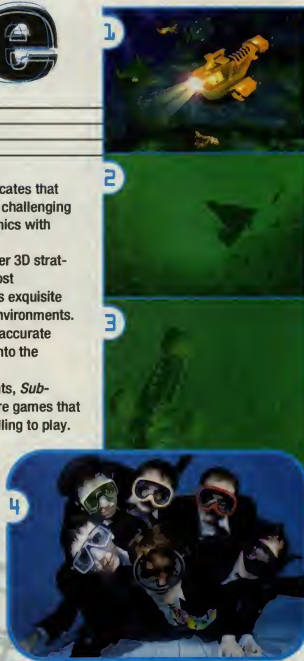
3D graphics and lighting effects combine to create an immersive underwater environment.

An early look at *Sub-Culture* indicates that Criterion may have achieved the challenging feat of combining stunning graphics with entertaining gameplay.

Described as an underwater 3D strategy adventure, *Sub-Culture*'s most immediately noticeable trait is its exquisite and utterly stunning undersea environments. Dynamic lighting effects and an accurate physics model draw the player into the game's underwater world.

Considering all the elements, *Sub-Culture* could be one of those rare games that is beautiful to watch and compelling to play.

- 1 Early conceptual art for *Sub-Culture* paints an image of a kinder, gentler, undersea world.
- 2 In reality, danger lurks behind every enclave in the seemingly idyllic oceans of *Sub-Culture*.
- 3 Physics-based dynamic modeling accurately recreates the nature of undersea exploration.
- 4 The Criterion Studios team goes the extra mile to insure the realism of its game.



King's Field II

SYSTEMS: PLAYSTATION
PUBLISHER: ASCII ENTERTAINMENT
DEVELOPER: FROM SOFTWARE
RELEASE DATE: NOVEMBER



1 An eye-to-eye look at one of the more menacing beasts in *KFI*.
2 Rumored to be a bit slow in the intelligence department, the stone golem certainly looks intimidating enough.

We were graced with one of the biggest surprises of the year last holiday season when ASCII Entertainment released *Kings Field* for the PlayStation. At the time, it was the only RPG for the system, and is still the only 32-bit RPG that makes notable use of the advanced technology (*Final Fantasy VII* will change all that).

The idea to combine real-time battles with a deep RPG storyline has

never been done better and, with *King's Field II*, it's only going to improve. This time, the beautiful 3D kingdom has been expanded to include a variety of outdoors exploring, castles, villages, underground passages and dungeons. In addition to that, *KFI* has added much more story and interaction with non-player characters. As you move through the game, you will have to talk to everyone from eccentric

Monks to irate mothers to confused soldiers, and even an occasional conversation with a monster. Through these encounters, you need to learn new spells and collect information to help with the quest. For a bit of variety, *KFI* includes comedy sidekicks, like Jack, a 100+ year old resident of

Verdite with a Cranky Kong-type senility, and a romantic interest in Lyn, an elf merchant who reveals nearly everything, including her desire for the prince.



1 The spells light up the screen with some magical effects. First the cast...
2 ...then the explosion of fire...
3 ...damaging all in its path...
4 ...then slowly clearing. It's a sight to see and it definitely adds to gameplay.

This is what you look like when the enemy sees you. Pretty cool, huh?



An improved array of enemies now includes Lizard Men.

While the richer storyline is a good sign, perhaps the most important enrichment in *KFI* is the enhanced battles. The enemies now recognize your pattern of attack, so that they can turn, block, parry and thrust! The Skeletons, for example, now have the ability to block with a shield, duck under a slash, and stab you while you try to retreat! To combat the tougher enemies, you will need to use your magic as a distraction while you go in for the kill. However, the enemies also use magic and often will attack in groups. The additional strategy elements in battle coupled with a higher frame rate and smoother control are set to make *KFI* one of the best action/RPGs.



1 You get your typical RPG enemies in *KFI*, plus some magical foes, like these flying warriors. 2 The gorgeous 360-degree world is back for *KFI* and now there are some awe-inspiring special effects as well.

1 There's more interaction with other characters than in *KFI*. This sleeping elf is our hero's romantic counterpart. 2 'Feed me, Seymour'. The giant plants have returned, but a bit of magic should take care of them. 3 The stylish Intro does a good job of setting up the story and it looks damn cool as well. 4 The larger worlds allow for a map that lets you travel from city to city, like in more traditional RPGs.



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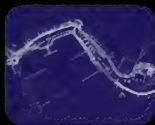
Guitar gurus Steve Vai and Joe Satriani provide the high-octane road tunes. (Playable in mono, stereo, Dolby Surround or Q-Sound.)



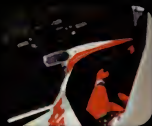
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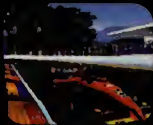




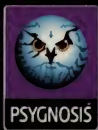
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Black Dawn

SYSTEMS: PLAYSTATION

PUBLISHER: VIRGIN INTERACTIVE ENTERTAINMENT

DEVELOPER: BLACK OPS

RELEASE DATE: NOVEMBER

From the same developers that made the somewhat disappointing *Agile Warrior* comes *Black Dawn*, a 3D helicopter battle game that is

reminiscent of a 3D *Choplifter*.

Each of the eight missions in the game has four to five objectives. The missions have a great deal of variety

and look to provide some intense gameplay. Once you're in the game, control is real tight and the models and texture maps are solid, if not spectacular. One disturbing matter is the background maps of city sky lines that are impossible to reach, but once you get into the missions, it isn't even noticed.

The 32-bit systems have played host to several chopper strike-type games, and *Black Dawn* is looking to be one of the best yet. The pleasing graphics, massive explosions and variety of things to destroy gives *Black Dawn* much promise. We'll have a full review on this one next month.



Big explosions really accent the action in *Black Dawn*.



1 You can see the city, but try as you might, you can't reach it. 2 The highlight of any helicopter type game is taking out the little guys. 3 The different views show off some real nice 3D models. 4 The detailed missions are nice, but are there enough of them?

Contra: Legacy of War

SYSTEMS: PLAYSTATION

PUBLISHER: KONAMI

DEVELOPER: APOLLOSA

RELEASE DATE: NOVEMBER

One of Konami's most successful series is being prepared for the jump into 3D. The NES, SNES, and Genesis versions of *Contra* relied on high-speed shooting, combined with elements from platform games. Basically, it was mass destruction, then fight

a boss. *Legacy Of War* is attempting to keep true to the same gameplay of the classic, while throwing in the 3D elements possible on the PlayStation.

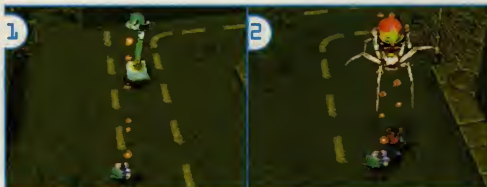
The early version we've been playing is

exactly what you'd expect from a 3D *Contra*, but the graphics are still real poor. For the most part, you're stuck on a path, but occasionally some 3D elements, like jumping up to a cat walk, allow you to go in

different directions. The game isn't looking as good as hoped so far, but if the developers can finish up strong, then shooter fans the world over can get their trigger finger ready again.



1 The two-player game makes for some chaotic scenes like this. 2 Never turn your back on your partner, or he'll steal that power up every time. 3 A big sub-boss, like this tank, is a traditional *Contra* element that's made the jump to 32-bit.



1 Although not eye-catching, the 3D movement does vary gameplay some. 2 Another big weird boss. One thing you can say about *Contra*, there's always something to shoot.

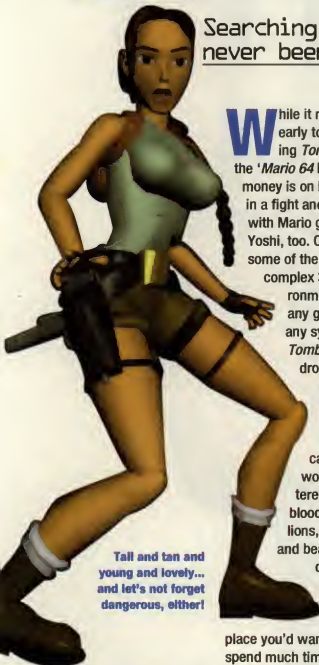
Tomb Raider

SYSTEMS: PLAYSTATION, SATURN, PC

PUBLISHER: EIDOS

DEVELOPER: CORE

RELEASE DATE: NOVEMBER



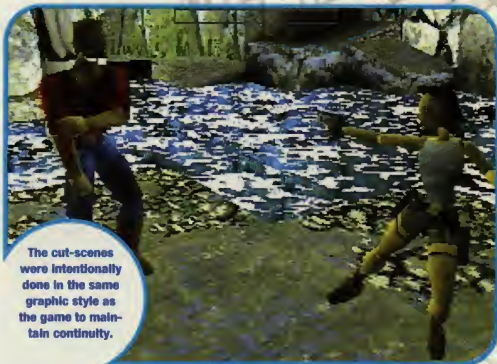
Searching for treasures has never been this much fun

While it may be too early to go calling *Tomb Raider* the 'Mario 64 killer', my money is on Lara Croft in a fight and that's with Mario getting Yoshi, too. Offering some of the most complex 3D environments in any game, on any system, *Tomb Raider* drops you into the heart of a cold and complicated world, littered with bloodthirsty lions, wolves and bears. If this doesn't sound like the kind of place you'd want to spend much time in, be

grateful that the double-pistol-packing Lara is willing to go in for you. According to the game's producer, Mike Schmidt, 'The lead character was originally a Rambo-type, but that had been done before' and thus, Lara was born.

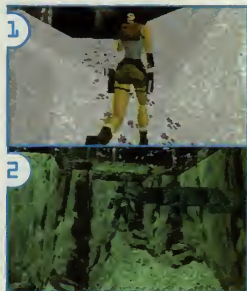
From the irregular and highly realistic caves, to the elaborate tombs and waterways, the Core development team has made the extra effort at every turn. With highly detailed texture maps and lighting effects, the intricate structures are as convincing as they are challenging. What's most impressive, however, is the way Lara navigates the realistic terrain with the ease and grace of a true veteran. Mixing gunplay with more than a little bit of brain-teasing puzzle solving, *Tomb Raider* goes well beyond the 'shoot-and-shoot-again' game plan, offering a more cerebral challenge.

With the undeniable feel of an 'Indiana Jones' adventure, *Tomb Raider* gives the player a



The cut-scenes were intentionally done in the same graphic style as the game to maintain continuity.

convincing cinematic experience. From the ultra-smooth animation (all of which was done by hand), which sells the reality of the action every time Lara makes a move, to the first-rate light-sourcing and shading, the game's push to be something special is almost guaranteed to pay-off. The final test will be when the game's objective of retrieving the stolen piece of the Atlantean Scion is finely tuned. Until then, just exploring the game's cavernous levels with the ever-present threat of a wild animal attack is enough to be excited about.



1 The irregular form of the environment is completely open to exploration.
2 A good bit of the action and exploration takes place under water.



1-4 Silky-smooth animation is the norm. Reminiscent of *Prince of Persia*, the ability to hoist yourself up on ledges is an important part of getting around the challenging environments.

1 Multiple weapon choices help maintain Lara's position of authority.
2 With a host of wild animals on the prowl, the coast is never exactly clear.
3 With the auto-aim feature, Lara can keep her guns blazing even while in mid-flip.
4 Freedom to control the camera angle is a direct result of the true 3D nature of the game.
5 Yes, Mistress.
6 With environments based on exotic locations, there is always something else to discover.

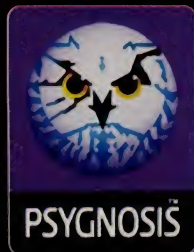




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New WipeOut XL.



X-Wing vs. TIE Fighter

SYSTEM: PC
PUBLISHER: LUCASARTS
DEVELOPER: LUCASARTS
RELEASE DATE: DECEMBER

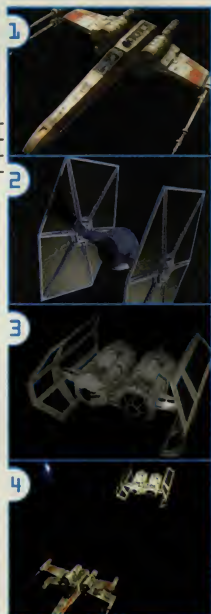
From LucasArts comes *X-Wing vs. TIE Fighter*, the highly anticipated follow-up to the *TIE Fighter* CD-ROM. This new game features a fully revamped flight model, state-of-the-art SVGA graphics, and full-fledged

multiplayer options.

Building on the success of *TIE Fighter* and *X-Wing*, in the new title, players will be able to play on either the Rebel Alliance or the Empire, with complete sets of missions and a wide

variety of craft for each side. Fifteen different ships will be flyable, including not only X-Wings and TIE Fighters, but the whole gamut of Star Wars universe craft: A-Wings, B-Wings, TIE Bombers, TIE Advanced and more. Additionally, the enhanced SVGA ships are based on the blueprints from LucasFilms.

With its juicy new graphics and Pentium-accelerated flight mechanics, this is one that all space combat fans are looking forward to. In addition, complete campaigns with linked scenarios, specifically designed for modern and network players, will give *X-Wing vs. TIE Fighter* a depth of playability its competitors lack. Look for *X-Wing vs. TIE Fighter* sometime this holiday season.



1 Strap yourself into an X-Wing fighter and battle the Dark Side! 2 Who wouldn't to take to the air in a TIE Fighter and crush the Rebellion? 3 A TIE Bomber flying in fully-rendered SVGA 4 An in-game shot — yes, the ships are this detailed.

Jedi Knight

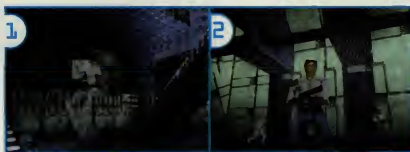
SYSTEM: PC
PUBLISHER: LUCASARTS
DEVELOPER: LUCASARTS
RELEASE DATE: MARCH '97



The sequel to *Dark Forces*, *Jedi Knight* is one of the most acclaimed 3D shooters of all time. But where *Dark Forces* was a reasonable clone of *Doom*, *Jedi Knight* promises to be the equal of *Quake*. Using a true 3D engine, the enemies you face will all be 100% rendered polygons.

This time Kyle Katarn is in training to be a Jedi. As part of the Jedi theme, players will be able to learn about the Force, including using a light saber. When a light saber scene comes up, players will switch to another separate fighting game interface.

1 Ominous towers make an appearance in highly detailed cutscenes. 2 The Empire is collapsing, but still fraught with danger. 3 Kyle Katarn escapes in his ship, the *Moldy Crow*.



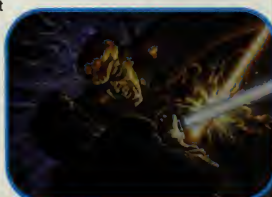
1 An AT-AT walker inside a docking bay, one of the many enemies in *Jedi Knight*. 2 Here is Kyle Katarn, rendered as a polygon character.

One of the biggest knocks against *Dark Forces* was its lack of multiplayer options. At least eight players will be able to battle it out across modems and networks, fighting as either good

Jedi knights, or minions of the Dark Side.

Jedi Knight should be available in March of '97.

As this conceptual sketch shows, players will be able to fight with a light saber!



ReLoaded

SYSTEMS: PLAYSTATION, SATURN
PUBLISHER: INTERPLAY
DEVELOPER: GREMLIN INTERACTIVE
RELEASE DATE: DECEMBER

From the controversial ad campaign to the outright violence and gore, *Loaded* was a game that outraged parents and guardians of societal values everywhere. What this meant, of course, was that gamers loved it and *Loaded* became a surprise hit for the PlayStation. But rather than question the psychological stability of its audience, it seems Interplay's plan for *ReLoaded* is to double the trouble, and thus, sell even more games.

Despite the popularity of the first game, *Loaded* also garnered complaints about the monotonous nature of its gameplay. Level after level of incessant shooting in nondescript mazes did little to elevate the replay value of the game. *ReLoaded* addresses this complaint by adding puzzle elements offering play environments that venture beyond corridors. With seven distinct worlds, featuring at least three sub-sections each, there should be little room for complaint.

New characters named Sister



Sure, he could appear on Mr. Blackburn's 'Worst Dressed List', but then Mr. Blackburn would appear on Bounce's 'Most Dead List'.

Magpie, Bounce, and The Consumer have been added to the cast of characters. Definitely slated for return from the first game are Mama, Cap'n Hands, and Butch (with Fwank as a hidden character). Other changes for *ReLoaded* include varying terrain, ricocheting bullets (off certain surfaces), an added super weapon for each character, and most importantly (heh, heh), body chunks added to the splattering blood for the death animations.



What's huge, red and really ugly? We don't know, but you'll find it in *ReLoaded*!



1 *ReLoaded*'s most obvious new feature is its topographical variety.
2 Some levels do feature the corridor-based gameplay of *Loaded*, but *ReLoaded* adds puzzle elements for diversity of gameplay.
3 Both the gameplay and graphics are being revised for *ReLoaded*. Whether the changes are for the better remains to be seen.

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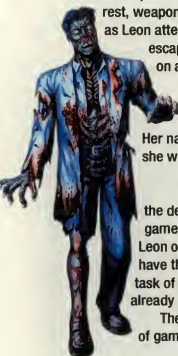
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Resident Evil 2

SYSTEM: PLAYSTATION
PUBLISHER: CAPCOM
DEVELOPER: CAPCOM
RELEASE DATE: MARCH 1997

Just less than a year after releasing *Resident Evil*, Capcom is starting to release information on its highly anticipated, super-scary sequel.

In *RE2*, the story picks up two months after the explosion in the deep forest. Raccoon City is now a city of death, where countless zombies roam the streets. The zombies are eating the living and turning them into the undead. Even the police station has been infested, and that's where the game picks up. Leon is the last living policeman and he is stuck in the police station without



rest, weapons, or food. Just as Leon attempts a daring escape, a young girl on a motorcycle breaks through the door into the building. Her name is Elza and she was also fighting to survive in the land of the dead. Enter the gamer! As either Leon or Elza, you have the unenviable task of killing what's already dead.

The exact details of gameplay aren't



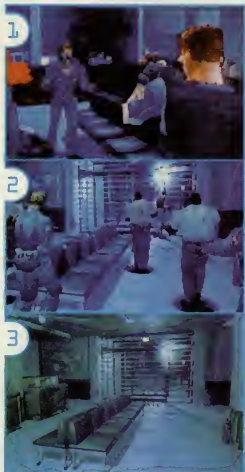
yet available, but we do know of several innovations. The costume change system in *RE2* is the most unique addition to the game. The character's condition and outfits change along with the story. For example, when you pick up the bullet-proof jacket, the character actually wears it. Not only that, but your defense level goes up and, because the jacket has pockets, you can carry more things. There are also visual effects on the characters' appearance and costumes. If the player is wounded, his/her clothes will appear tattered and bloody, but even more outrageous than that is getting zombie blood on the clothes. Take

a shotgun to the head of a zombie up close and SPLAT! There's blood all over your brand new polygon duds. Messy, but cool!

With innovations like these and an even deeper storyline, *RE2* is set to turn the gaming world on its ear once again. We'll continue to give the full update on this game as it progresses.



Even sharper graphics and zombies in police uniforms are certain to give the senators fits.



- 1 "Donuts, Donuts". Even zombie cops are fat and out of shape.
- 2 It's time for a fresh flesh sandwich.
- 3 *RE2* certainly isn't lacking for creepy locations and bizarre lighting.

"Gawd bless Necrodome" says Action Ab!



Action Ab, action game and weapons enthusiast

Ah just love action games, 'specially the kind that makes me sweat like a pig in heat. Ah love action games even

more than my favert food, dinner.

Lately, lotsa games seem ho-hum. But not NECRODOME. This new game composts two of my favert things: trucks 'n guns.



Ah had so much fun ah can't believe it. You gotta git all them scumbags with your cannons before they git you. But watch out 'cause every time



ah thought ah had 'em, my truck blowed up!

You can even have a buddy shoot

out of your back turret while you race. But if yur like me, you don't want nobody near yur turret — let alone in it. If NECRODOME ain't the biggest game o' the year, then ah don't know my hole from a head in the ground."



To order, visit your retailer or call 1-800-234-3088 with your Visa/MC (North America only)

Torico

SYSTEM: SATURN
PUBLISHER: SEGA
DEVELOPER: SEGA OF JAPAN
RELEASE DATE: JAN 24TH 1997

Three years in the making, with creative help from mystery author Kenji Takemoto, Sega's *Torico* tells the tale of a man returning to his hometown to unravel the mystery behind the strange markings he's found on his own forehead. Having lost his memory, he is left to wander the

streets, looking for clues that will help him reclaim his identity. Similar to Warp's *D* in gameplay, *Torico* demonstrates some of the most beautiful CG sequences ever created for any game. Challenging the player with complex puzzles and an ever-deepening story-line, the game's sinister character draws the player into the mind of this poor soul and his urgent situation.

A double CD set, *Torico* is already available in Japan, where less ambitious titles of the same genre have proven to be very popular.

Features such as the built-in sequence diary help to keep the game on course.



With intriguing characters and bizarre plot twists at every turn, *Torico* is an engrossing experience.



As for the success of this title in the US, it's not likely to be everyone's favorite game, but with its beautiful presentation and intriguing story-line, it's sure to win the favor of at least a few adventurous gamers. With thoughtful features, such as multiple endings and a built-in diary, *Torico* may even win over some gamers not apt to play such a game.



Using special items in traditional adventure game style allows you to progress through the story-line.



1 By solving complex puzzles, certain mysteries of the story-line are revealed. 2 With a number of strange locations to explore, *Torico* keeps you constantly on the move. 3 Amazing attention to detail helps bring the story and characters to life.

Power Move Pro Wrestling

SYSTEM: PLAYSTATION
PUBLISHER: ACTIVISION
DEVELOPER: YUKE'S COMPANY, LTD.
RELEASE DATE: NOVEMBER

Pro Wrestling

Agent Orange is one of the new slate of characters being developed for the US release of *Power Move Pro Wrestling*.



Already the number one selling Japanese wrestling game, *Power Move Pro Wrestling* (known as *Toukon Retsuden* in Japan) is being released outside of its native country via Activision.

Technically, what differentiates *Power Move* from previous wrestling

1 Just like 'real' wrestling, some of the most impressive moves require climbing the ropes. 2 Some of the most brutal confrontations occur outside the actual wrestling ring. 3 Some moves require the skill and determination of professional athletes. Or they could just be perverts...

games is the game's texture-mapped 3D polygon graphics. The cast of 12 polygonal characters boasts smooth animation and hundreds of motion-captured wrestling moves. But overall, the characters in the Japanese version of the game (which was used for the accompanying screen-shots) seem to lack any distinct personalities. The one notable exception to this is an 'Ultra Man'-looking character who may, or may not, make the transition to the US version. But from reversals, to pile drivers, to body slams, to neck breakers, *Power*

Punishing gameplay is the highlight of the first 3D polygon-based wrestling game.



Move Pro Wrestling does an entertaining job of conveying the punishing nature of the 'sport'.

Since *Power Pro* appears sound in its gameplay, the only factor that could deter its success in the US is the lack of a WWF or WCW license. A redesign of the game characters'

looks and personalities is in the works, but it remains to be seen whether Americans can appreciate a pro wrestling videogame that lacks the personalities that are so closely associated with it in this country.

Ultima IX

SYSTEMS: PC CD-ROM
PUBLISHER: ORIGIN SYSTEMS
DEVELOPER: ORIGIN SYSTEMS
RELEASE DATE: NOVEMBER

The *Ultima* series of computer RPGs has been around since *Ultima I* came out on the Commodore 64 in the early 1980s. Widely regarded as the father of all video RPGs, Richard Garriott, aka Lord British, is once more leading game players to the magical world of Britannia.

Ultima IX continues the adventures of the Avatar, the character controlled by the player. It uses the skewed, top-down view of the previous games, but this time, everything in the world is rendered in three dimensions. The graphics will also support SVGA at 16-bit colors for a visual feast.

Since every object in the game consists of polygons, everything is created by hand. According to associate producer Joye McBurnett, 'every item is usable... if there's a fork, you can spear things with it.' The *Ultima* series has always been known for its large amount of detail, but with each object hand-



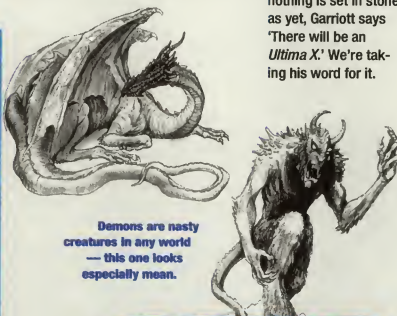
crafted, *UIX* will certainly reach a new peak of realism.

As for the story, Origin isn't saying much. Garriott says 'This is the epic game to end the contemporary series of *Ultimas*.' It will end the third trilogy, called the *Guardian Saga*, that started with *Ultima VII*. However, it

will not be the end of the *Ultima* series altogether. Although nothing is set in stone as yet, Garriott says 'There will be an *Ultima X*.' We're taking his word for it.



1 As this dragon shows, each character will be completely realized in 3D. And they'll closely match the artist conceptions of the creatures. 2 *Ultima IX* will be completely 3D, so you can look at the same spot from virtually any direction.



Demons are nasty creatures in any world — this one looks especially mean.



The rendered cut-scenes, placed sparingly throughout the game, will drive the main story forward.

"Omigod! Dare Devil Derby 3D" is way cool!



Lips Akimbo, major babe and sports enthusiast

I love racing games, okay? And unlike my choice of men, I've got real high standards.

So when people said, 'Lips, you gotta play DARE DEVIL DERBY, the new 3D multi-player racing game from Mindscape' I said, 'Puh-lease!'

But then, whoa! I'm all, this game is totally awesome! I played it so much that all my fingernails broke off! My boyfriend Marty said my nails were fake, just like me. So I kept beating that ignorant puke

at DDD!

Then six of Marty's friends showed up, so I plugged

all eight of us into multi-taps and we raced against each other! It was way beyond amazing!

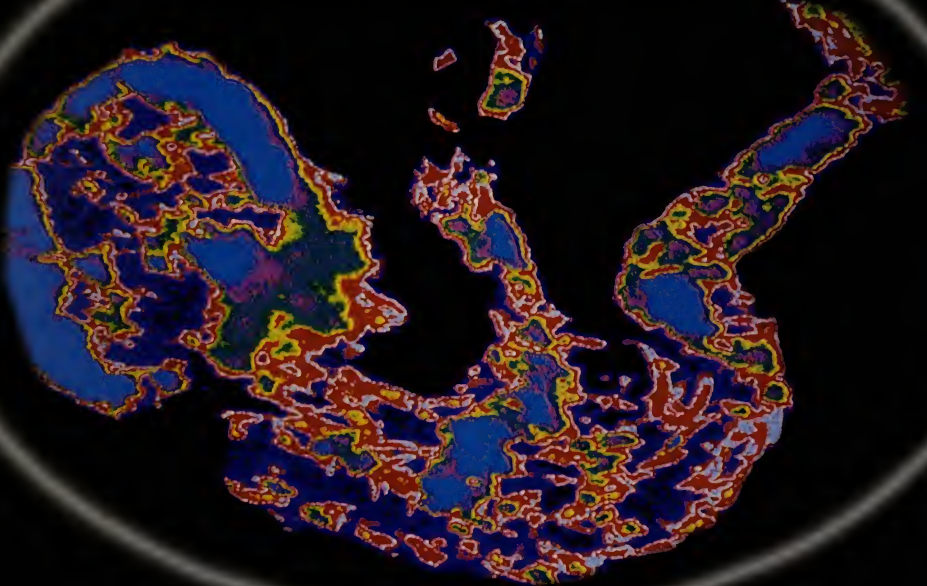
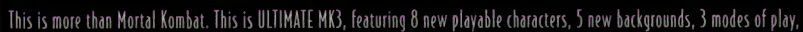
I played it like 14 hours straight and never ever thought about eating or going to the bathroom.

Can you believe it? I know! I couldn't either!"



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Better get used to being in this position again.

A colorful, abstract map of the Malay Peninsula and surrounding islands, including Sumatra, Borneo, and the Philippines. The map is rendered in a vibrant, almost painterly style with a mix of blue, green, yellow, and red. It is set against a black background and enclosed within a glowing, white, oval border.

ULTIMATE
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GENESIS

Treasures of the Deep

SYSTEM: PLAYSTATION
PUBLISHER: VIRGIN
DEVELOPER: BLACK OPS
RELEASE DATE: AUGUST '97

This is what *Aquanaut's Holiday* should've been

The mysterious world of the sea and its many strange animals are still a relatively unexplored phenomena, both in reality and in games. Previously, underwater levels have been the predictable sidekicks to the notorious mine cart level, but with the emerging 3D technologies, it is now possible to recreate a truly believable aquatic adventure. And that is exactly what the developers at Black Ops are aiming to do with *Treasures Of The Deep*.



Fish To Fry

You got to swim by polygonal fishes in *Aquanauts Holiday*. Now, it's open season in the deep sea and you're packing a torpedo. Marine World would be jealous of this fish tank.

- 1 Shark — Jaws of Death!
- 2 Turtle — slow, but steady...
- 3 Manta Ray — flying fish!
- 4 Whales — ancestors from the deep?

Black Ops, makers of *Black Dawn* and *Agile Warrior*, didn't deviate much from the engine that runs *Treasures Of The Deep*. It's nearly an identical engine to that of *Agile Warrior* and *Black Dawn*, just underwater. However, *Treasures* won't be released until summer of '97, so there is plenty of time for the developers to work out the problems that plagued *Agile Warrior*. As a matter of fact, *Treasures* is already looking better than its

predecessors and it's still got nearly a year of development left.

The dark and eerie underwater graphics create the perfect backdrop for the veritable cornucopia of creatures whose territory you are invading. The collection of sharks, whales, marlins, barracudas, and jelly fish are all recreated with striking detail. As you explore the eleven underwater levels, you have to accomplish missions, like netting a dolphin and taking out an enemy sub, all the while trying to avoid dangerous polygon fishes.

It's still too early to make any judgements on the gameplay, but the combination of underwater exploration and bloodied sharks is reason enough to get excited.



1 Blood, frogman! A very satisfying pool of blood accompanies each death. 2 You have two subs to choose from, the first being this crotch-rocket adventurer. 3 The second sub is this spaceship-looking probe. They both handle the same, but different depths do have effects.

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Rocket Ronnie, action reviewer dude at large



Just popped in a toastie version of the new PlayStation™ title STARWINDER:

THE ULTIMATE SPACE RACE. Dudes and Dudettes, this game is kickin'! Right off the hip, I

noticed the amazing buzz from the free flight control. The Ronster was flying his ship in and out of the rails...for real.

If you're into speed, this is the treat for you.

MAXIMUM SPEEDATUDE! My buddy Fred hurled just watching the game.

And there's lots more! Usually, I blow by the cut scenes, but all those clips of alien pilots were a major trip. I was laughing so hard, I almost blew lunch outta my nose!"

The Ronster says check it out!"



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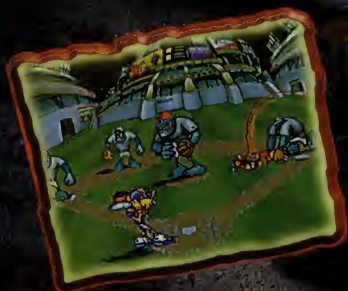
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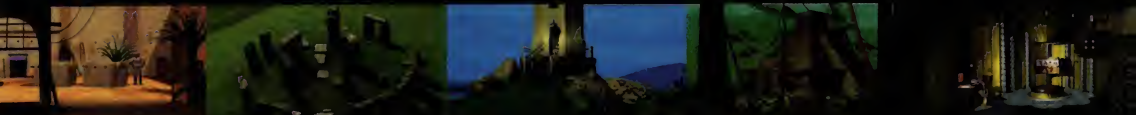
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Sonic 3D Blast

SYSTEMS: SATURN, GENESIS
PUBLISHER: SEGA
DEVELOPER: SEGA
RELEASE DATE: NOVEMBER

With all the excitement over *Nights*, it's easy to forget that the original Sega mascot, Sonic, is waiting in the wings. After a surprise announcement, however, Sega has conceded that *Sonic X-Treme* will not be ready for release this year and, in its place, they will be offering a Saturn version of *Sonic 3D Blast*, a game originally planned for the Genesis only (See 'Sonic X-Tremely Delayed', pg. 16). Unfortunately, Sega was not able to give a new release date for

Sonic X-Treme and some reports have it being pushed back as far as

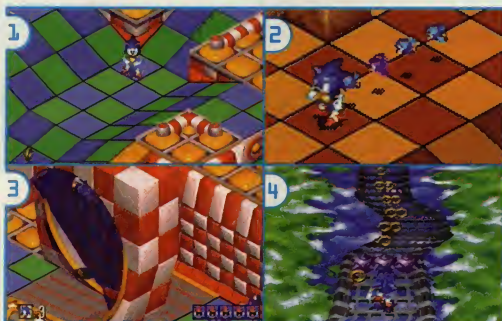
Christmas, 1997.

Developed with the help of *Sonic* creator Yuji Naka, *Sonic 3D Blast* is an isometric action game with all the best attributes of the

Sonic franchise including speed, loops and thoughtfully conceived level designs.

As for the Saturn version, Sega promises some significant cosmetic differences, such as an expanded color palette and

weather effects, as well as a new



1 Maintaining that classic look in a 3D environment helps to recapture the magic of *Sonic*. 2 Collecting 'Flickies' for safekeeping is an important new gameplay objective. 3 Familiar elements, such as the infamous loop, make this game feel like a true *Sonic* experience. 4 An important part of the *Sonic* franchise, the bonus rounds in *Sonic 3D Blast* are a nice distraction.

soundtrack and 3D bonus rounds. Though this may not have been the *Sonic* game Saturn owners were hoping for this year, *Sonic 3D Blast* is on track for being one of the best *Sonic* games yet.

1 *Sonic X-Treme* won't be out until '97. 2 This 'technology test' demonstrates the new level design approach in the delayed *Sonic X-Treme*. 3-4 If the rest of the game shapes up the same way as the Metal *Sonic* boss stage, *Sonic X-Treme* could prove to be well worth the long wait.



1-2 These Genesis scenes look OK, but when this game gets ported over to the Saturn, watch for special effects, like falling snow!

Originally planned for the Genesis only, an enhanced version of *Sonic 3D Blast* will now be available on the Saturn as well.



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Starfleet Academy

SYSTEMS: PC, PLAYSTATION
PUBLISHER: INTERPLAY
DEVELOPER: INTERPLAY
RELEASE DATE: 1ST QUARTER '97

Games based on *Star Trek* have been quite prolific on both the PC and home console systems, but to say quality titles have been sporadic is putting it mildly. Hardcore Trekkers will decry the inaccuracies in the role-playing, explorative nature of most *Trek* games, but most gamers would be happy with a title that allowed them to kick some major alien butt. From all indications, Interplay's *Starfleet Academy* may just be the title to satisfy the desires of both worlds.

Featuring 40 different missions that are presumably used to train cadets at the Starfleet Academy, a major portion of the gameplay involves the simulation of commanding a starship. Players can command the USS Enterprise itself or any of over 30 ships from the classic *Star Trek* series and motion pictures (sorry, no *Next Generation* ships). With real-time game action and 3D rendered ships comprised of 250 to 500 polygons each,

Starfleet Academy presents a graphical experience bordering on the cinematic. Gameplay is challenging even when centered strictly around military confrontations, as each individual ship AI in a simulation has its own distinct personality and tendencies.

But like in the series itself, the successful completion of a mission often requires more than mere battle tactics and strategies. Diplomacy, science, exploration, and working within

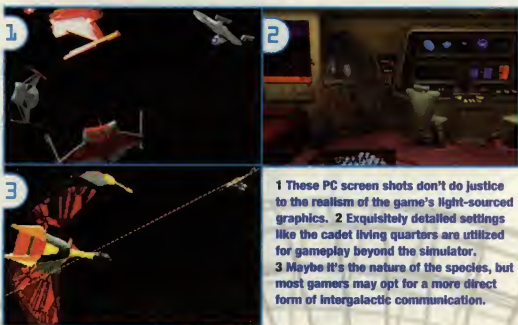


the confines of the Prime Directive play a major role in the development of a cadet. In fact, a major portion of the gameplay is centered around guiding a cadet to graduation. William Shatner, Walter Koenig, and George Takei make appearances as their respective characters to instruct and assist in developing the command prowess of a budding Starfleet captain.

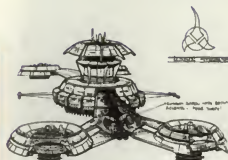
The PC version of *Starfleet Academy* will be Windows '95 native and is projected to run smoothly on a Pentium 75 with a minimum of 16 megs of RAM. The PlayStation version of the game should arrive a couple months after the PC release and will replace 15 of the 40 PC missions with brand new PlayStation exclusive simulations.



1 The dream of every *Star Trek* fan is about to come true — command of the USS Enterprise. 2 Simulations are not reserved to Federation Ships; over 30 different vessels are at your disposal.



1 These PC screen shots don't do justice to the realism of the game's light-sourced graphics. 2 Exquisitely detailed settings like the cadet living quarters are utilized for gameplay beyond the simulator. 3 Maybe it's the nature of the species, but most gamers may opt for a more direct form of intergalactic communication.



Conceptual drawings, like this Klingon Starbase, serve as a starting point for the detailed polygon models to follow.

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Top Gear Rally

SYSTEM: NINTENDO 64

PUBLISHER: KEMKO

DEVELOPER: BOSS STUDIOS

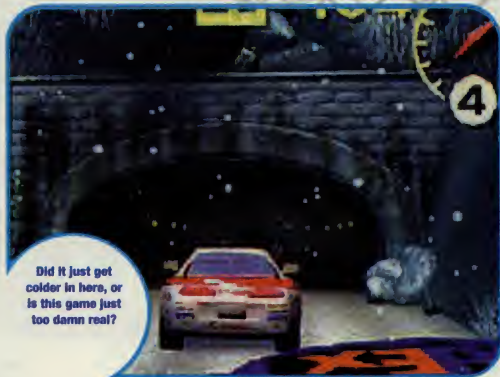
RELEASE DATE: TBA

The term you're searching for is 'State of the Art'

Originally dubbed *Ultra Rally*, Kemko's *Top Gear Rally (TGR)* is due to be one of the very first racing games on a system that almost seems custom designed to run them. Developed by the up-and-coming Boss Studio, the company insists that the

product is 'the most realistic rally racing game ever'. *TGR* can be played in two modes, arcade or tournament. While the arcade mode is sure to be immediately satisfying, it's the tournament mode that will allow it to truly shine. Taking the car from one weather condition to the next or from light into darkness lifts this game to the next level of realism.

Including 10 tracks and 15 customizable vehicles, *TGR* is big enough to offer the depth a great rally game would need to be successful. Each track will feature different weather conditions as well as variable lighting scenarios as in a real rally race. What's perhaps the most exciting prospect for the game, however, is the ability to create your own tracks, giving the game an extended life span not known to many racing games. Also adding to the game's longevity is the two-player split-screen mode. With lengthy, multiple-track races, the two-player competition is sure to be very intense.



While there has been no official announcements as to a release date for *TGR*, some reports have the game releasing as early as this Christmas. Whenever it does finally come to the N64, from what we're

seeing so far, we can be pretty sure that the game will be a testament to the power of the machine.



1 Just one of the many different environments, the desert racing is a high speed battle. 2 Highly detailed elements like desert overpasses are found in every track. 3 The realistic graphics can actually be mistaken for FMV sequences, but they're not.



With innovative aspects like headlight control, *Top Gear Rally* is attempting to redefine the standard for racing games.



1 *Top Gear Rally* literally has hazards at every turn. 2 Zipping through the forest is the very definition of reality. 3-4 The variable weather conditions account for much more than just the look of the track, as the controls are affected as well.



1 As in a real rally race, each leg of the race takes place in a different environment. 2 The two-player split-screen mode will certainly be one of the game's most rewarding features. 3 Offering 15 cars to choose from puts *Top Gear Rally* well beyond the competition.

Bug Too!

SYSTEMS: SATURN
PUBLISHER: SEGA
DEVELOPER: SEGA
RELEASE DATE: NOVEMBER

One of the first US Saturn titles, *Bug!* was an early, but influential, step in 3D platform gaming. This year marks the return of Sega's 'almost mascot' in *Bug Too!* With the 3D action genre far more advanced at this stage, the *Bug Too!* team had the advantage of being able to look at the success of other experimental titles released in the past year before getting started on the game. Fans of the original, however, will be glad to know that most of the gameplay elements from the first game have been kept intact. Still path- and sprite-based, *Bug Too!* does not offer as much 3D freedom as games like *Mario or Nights*, but the team has taken nice advantage of this approach and its experience with this kind of game. One way in which the

game takes advantage of this formula is in the increased amounts of hidden areas and items. With even more complex environments than the original, there are more secret bonuses

to discover. There is also a nice variety in thematic levels, such as the haunted house and space level. While it's still too early to know how far *Bug Too!* will go beyond the original, it's safe to say that the sights have been set at least a little higher.



1 Remaining faithful to the track-based formula of the original, *Bug Too!* picks up where the first game left off. 2 Hidden paths and items seem to be a big part of the game's focus. 3 Thematic levels give the game a good sense of variety. 4 Quirky levels such as the tentatively titled *Qbert* stage create a nice break from the traditional gameplay.



1-2 With its enormous levels, *Bug Too!* is a nice-sized adventure.



More detailed environments give *Bug Too!* that always pleasant sequel look.



1 New bosses are sure to please. 2-3 The original *Bug!* explored a Hollywood theme, but not nearly as well as *Bug Too!*

reason #: 1119

more explosive than Aunt Millie and a plate of beans

BY GREGG FOR CAMERON

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WaveRace 64

SYSTEM: NINTENDO 64
PUBLISHER: NINTENDO
DEVELOPER: NINTENDO
RELEASE DATE: NOVEMBER

Let's see the PlayStation or the Saturn do this!

With only two titles available for launch, the N64 has been on the receiving end of some very derogatory statements. However, when Nintendo showed up with *WaveRace 64* and *Shadows Of The Empire*, it put our minds at ease and should silence the nay-sayers, for a

while at least.

Shadows showed considerable improvement, but what stole the show was *WaveRace*. Just seeing still pictures of this game doesn't do it justice. To fully appreciate the beauty of *WaveRace*, you need to sit real close to a big screen TV and just veg. Quite

simply, there has never been a water game that looked, played, and moved this good. The water is done to perfection — whether it's the murky water of a lake, the clear, blue Caribbean, or the cold, blue, rough waters of the ocean. And the waves (ah, the waves) not only look amazing, but add variation to the gameplay as well. The backgrounds on all eight tracks are completely different. You race through courses on lakes, through factories, and even at night. However, the real test for the first N64 racing game was the draw-in, and *WaveRace 64* is completely devoid of that nasty 32-bit flaw. There isn't one thing on the course that pops in late, even while moving at top speeds.

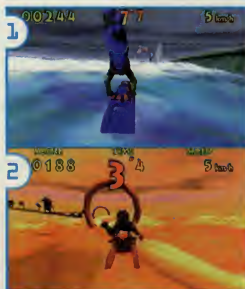
If *WaveRace* was just about looks and technology, then Nintendo would still have many questions to answer, but the trademark Nintendo gameplay

1 The addictive trick mode is where you get to try high-flying stunts like this.
2 Get airborne and start flipping...
3 ...rotation... rotation...
4 ...and release for a smooth landing. Some of the best moments in this game come from the not so perfect landings.



is all over this title. You can race one or two players on three different difficulty levels, do time trials, or the addictive trick mode. The one-player race pits you against three other jet skiers (all of whom have excellent motions, and nearly look human) as you try to maneuver around a slalom course as fast as possible. Jumps, big waves, docks, and ship wreckage all stand in your way, but the analog stick gives you such control that these obstacles are more fun than a problem. In the two-player game, it's split-screen, one-on-one racing. The battery back-up even keeps track of head-to-head competition. Easily the best bonus in *WaveRace* are the trick courses, where you have to gather as many points as possible by jumping, flipping, spinning, doing handstands, and making it through as many rings as possible.

At about 90% complete, *WaveRace 64* has already convinced us 100% that Mario won't be the only classic N64 game.



1 Along with the big jumps, you can do tricks like the handstand for points.
2 Doing a 360 around the jet ski may seem dangerous, but these guys are professionals. Please don't try this at home, unless, of course, you've got an N64.



1 There are four racers available. Each of them looks incredible and handles differently.
2 Amazing graphics, high-speeds, and big waves are the perfect ingredients for big-time fun. 3 What's a racing game without tunnels? The difference in *WaveRace 64* are the waves that push you back and forth. 4 This night course is one of the toughest ones, but it's still real nice to look at.

The two-player split screen still maintains a great frame-rate and allows you a chance to beat your buddy, then do a handstand in his face.



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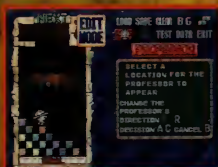


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DESIGNATION.



SEGA SATURN



Release List

* NOTE: All release dates are subject to change at any time

NOVEMBER

Nintendo 64

Cruis'n USA 64 - Williams Entertainment
Killer Instinct Gold - Nintendo
Wave Race 64 - Nintendo

PlayStation

Adventurer of Lomax - Sony CE
Aftershock - American Technos
Allied General - Mindscape
Ark of Time - Koel
Batman Forever - Acclaim
Battlesport - Acclaim
Bedlam - GTE Interactive
Bubsy 3D - Accolade
Contra: Legacy of War - Konami
Deadly Skies - JVC
Death Drome - Viacom New Media
Destruction Derby 2 - Psygnosis
Disruptor - Universal Interactive
FIFA Soccer '97
Formula 1 - Psygnosis
Grand Theft Auto - BMG Interactive
Hexen - GTE Interactive
Hyperslam - Activision
Incredible Hulk - EIDOS Interactive
Jet Moto - Sony CE
Killing Time - Acclaim
Legends Football '97 - Accolade
Machinehead - EIDOS Interactive
Magic: The Gathering - Acclaim
Major Damage - Capcom
Mortal Kombat 2 - Acclaim
Namco Museum Vol. 2 - Namco-Hometek
Nanotek Warrior - Virgin
NBA Hang Time - Williams Entertainment
NBA Jam Extreme - Acclaim
NBA Live '97 - Electronic Arts
Necrozone - Mindscape
NFL Faceoff '97 - Sony CE
NFL Gameday '97 - Sony CE
NHL Open Ice - Williams Entertainment
Pandemonium - Crystal Dynamics
Perfect Weapon - ASC
Power Move Wrestling - Activision
RoboTion X - Williams Entertainment
Shadows - Ready Soft
Shining Sword - American Laser Games
Soul Edge - Namco-Hometek
Soul Power - Atbus Software
Spawn - Sony CE
Star Gladiator - Capcom
Strange Golf - Mindscape
T-MEX - Williams Entertainment
Tempest X - Interplay
Ten Pin Alley - Acclaim
Test Drive Offroad - Accolade
The Divide Enemy - Viacom New Media
TNN Hardcore 4x4 - ASC
Tobit No. 1 - Sony CE
Tomb Raider - EIDOS Interactive
Twisted Metal 2 - Sony CE
War Hammer - Mindscape
Wing Commander IV - Origin
Wipeout XL - Psygnosis

Saturn

Abuse - Vic Tokai
Batman Forever - Acclaim

Battlesport - Acclaim
Black Dawn - Virgin
Braindead 13 - Ready Soft
Bubsy 3D - Accolade
Bug Tool - Sega
Burn Cycle - Philips Interactive
Buster Brothers Collection - Capcom
Dark Savior - Sega
Daytona Championship Circuit Edition - Sega
Devil Summoner - Atbus Software
Doom - GTE Interactive
Fighting Vipers - Sega
Gotha II - Koel
Grand Theft Auto - BMG Interactive
Hexen - GTE Interactive
Killing Time - Acclaim
Legends Football '97 - Accolade
Lost Vikings: Norse by Norsewest - Interplay
Machinehead - EIDOS Interactive
Magic: The Gathering - Acclaim
Mortal Kombat II & III Duo - Acclaim
MVP College Football '97 - Data East
Mystery of 7 Mansions - Koel
NBA Jam Extreme - Acclaim
NBA Live '97 - Electronic Arts
NFL '97 - Sega
PGA Tour '97 - Electronic Arts
Policenauts - Konami
Sacred Pools - SegaSoft
Shadows - Ready Soft
Space Hulk - Electronic Arts
Space Jam - Acclaim
Tempest 2000 - Interplay
Test Drive Offroad - Accolade
The Crow: City of Angels - Acclaim
TNN Hardcore 4x4 - ASC
Tomb Raider - EIDOS Interactive
Virtual On - Sega
Virtual Pool - Interplay
VR Golf - Interplay
VR Soccer - Interplay
Waterworld - Ocean
Wing Commander 3 - Origin
Worldwide Soccer 2 - Sega
WWF In Your House - Acclaim

PC

AH64: Korean Conflict - Electronic Arts
Battleship (Win 95) - Hasbro Interactive
Constructor - Williams Entertainment
Incarnate - Williams Entertainment
Jettigriff III - Interplay
Lands of Lore 2 - Virgin
M.A.X.: Mechanized Assault & Exploration - Interplay
NHL Open Ice (Win 95) - Williams Entertainment
Obsidian (Win 95) - Rocket Science
Perfect Weapon - ASC
Risk (Win 95) - Hasbro Interactive
Scorched Planet (Win 95) - Virgin
Screamers 2 (Win 95) - Virgin
Shadow Warrior (Win 95) - GT Interactive
Star Trek: Generations - MicroProse
Ten Pin Alley - ASC
Terracade (Win 95) - EIDOS Interactive
Titanic (Win 95) - GTE Interactive
TNN Outdoors Bass Tournament - ASC
Tomb Raider (Win 95) - EIDOS Interactive
Triobyte (Win 95) - Virgin
VR Baseball - Interplay

Genesis

FIFA '97 Gold - Electronic Arts
NBA Hang Time - Williams Entertainment
NBA Live '97 - Electronic Arts
Price of Persia 2 - Titus Software
Sonic 3D Blast - Sega
Vectorman 2 - Sega

SNES

Donkey Kong Country 3 - Nintendo
FIFA '97 Gold - Electronic Arts
NBA Hang Time - Williams Entertainment
NBA Live '97 - Electronic Arts
NHL '97 - Toy Headquarters

DECEMBER

Nintendo 64

Blast Corps - Nintendo
Mortal Kombat Trilogy - Williams Entertainment
NBA Hang Time - Williams Entertainment
Star Wars: Shadows of the Empire - Lucas Arts
Tetrisphere - Nintendo
Turk the Dinosaur Hunter - Acclaim
Wayne Gretzky Hockey - Williams Entertainment

PlayStation

Arcade's Greatest Hits 2 - Williams Entertainment
Broken Helix - Konami
Burnout Road - Playmates Interactive Ent.
Cool Boarders - Sony CE
Dark Sun - Data East
Kumite: The Fighter's Edge - Konami
Lethal Enforcers I & II - Konami
NBA Live '97 - Electronic Arts
Pool Shark - Mindscape
Real Bout Fatal Fury - Sony CE
Red Asphalt - Interplay
Reloaded - Interplay
Road Rage - Konami
Sign of the Sun - Koel
Slayer - Mindscape
Syndicate Wars - Electronic Arts
TNN Bass '97 - ASC
VMX Racing - Playmates Interactive Ent.

Saturn

Aerial Striker - Atbus Software
Andretti Racing - Electronic Arts
Bubsy 3D - Accolade
Contra: Legacy of War - Konami
Crusader - EIDOS Interactive
Cruis'n - Origin
Dark Sun - Data East
Descent - Interplay
Enemy Zero - Warp
Extreme Pinball - Electronic Arts
FIFA Soccer '97 - Electronic Arts
Incredible Hulk - EIDOS Interactive
Magic Knight Rayearth - Working Designs
Major Damage - Capcom
Moto T.T. - Sega
PTO II - Koel
Swagman - EIDOS Interactive
Syndicate Wars - Electronic Arts
Virtua Cop 2 - Sega

PC

AD&D: Dragon Dice (Win 95) - Interplay
Daytona USA - SegaSoft
Deadstrip (Win 95) - EIDOS Interactive

MDK - Playmates Interactive Ent.
Melt - ASC
Mind Warp (Win 95) - Maxis
Morphcraft (Win 95) - Playmates Interactive Ent.
Reloaded - Interplay
Serpent's Kiss - Working Designs
Starcraft - Blizzard Entertainment
The Space Bar (Win 95) - Rocket Science
Ultima Online - Origin
Virtua City Pro - SegaSoft
Waterworld: The Quest for Dryland - Interplay
Ultima IX (Win 95) - Origin
Ultima Online (Win 95) - Origin
Wing Commander V (Win 95) - Origin
X-Wing vs. Tie Fighter - Lucas Arts

3DO

Waterworld - Interplay

JANUARY

PlayStation

Carnage Heart - Sony CE
Castlevania Blood - Konami
Golden Nugget - GTE Interactive
Hard Boiled - Electronic Arts
Metal Jacket - Electronic Arts
Midnight Run - Konami
Pinky and the Brain - Konami
Road Rage - Konami
Suikoden - Konami
The 11th Hour - Virgin
VR Pool - Interplay
War Gods - Williams Entertainment

Saturn

Broken Helix - Konami
Castlevania Blood - Konami
Cyberbots - Capcom
Descent - Interplay
Goal Storm Soccer - Konami
Hard Boiled - GTE Interactive
Herc's Adventure - Lucas Arts
Jajamaru - Jaleco
Kumite: The Fighter's Edge - Konami
Lethal Enforcers I & II - Konami
Marvel Super Heroes - Capcom
Mega Man 8 - Capcom
MLBPA Baseball - Konami
NBA Basketball - Konami
NBA Hang Time - Williams Entertainment
Perfect Weapon - ASC
Pinky and the Brain - Konami
Prime Time Football - Sega
Project Overkill - Konami
Soviet Strike - Electronic Arts
Spiked - Sega
Super Puzzle Fighter - Capcom
Ultimate Football - Sega
Warrior of Fate - Capcom

PC

Deadly Skies - JVC
Mind Warp - Maxis
Starfield Academy (Win 95) - Interplay
Sub-Culture (Win 95) - Virgin
TNN Hardcore 4x4 (Win 95) - ASC

Genesis

X-Women - Sega

A dark, horned creature, possibly a bull or a demon, is shown in profile, facing right. It has large, curved horns and a dark, textured body. The creature is standing in a dark, textured environment that looks like a cave or a dungeon. The walls are made of rough, cracked stone or concrete. In the upper right corner, there is a sign with a yellow background and black text. The text on the sign reads: "forget everything your mother said about running with sharp objects". The lighting is dim and dramatic, with strong shadows and highlights. The overall mood is dark and ominous.

forget
everything your
mother said
about running
with sharp
objects

wield le
be a hero — eith
ARTIFACTS CAST V
earthquakes, crumbling
pain. These a
beyond h

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GameWorks

HOW THE GAMEWORKS

**In the very near future,
the definition of 'Arcade'
will change forever.**

Try to imagine walking into a hall the size of some airplane hangars and looking up to see an unrivaled collection of the world's top arcade machines, not to mention a wealth of high-technology attractions all designed to entertain you. Then, add the proven magic of properties like *Jurassic Park* and *Indiana Jones*, as well as enough financial muscle to bring it all to life and you're start-

ing to get the picture of what Sega GameWorks entertainment centers are going to offer.

Created with the intention of bringing to the US a kind of entertainment only currently found in Japan, Sega GameWorks has the audacity to suggest it can build a bigger and better arcade. In fact, it's so sure of its potential for building such a monster, it doesn't even want to call it an arcade any more — it wants to call it a Sega GameWorks. If this

sounds too good to be true, then perhaps you're just not ready for the future of arcades, like the 26,000 square-foot center opening at the end of the year in Seattle or the 46,000 square-foot behemoth coming soon to Las Vegas. If this kind of futuristic playground sounds like just the thing you've been looking for, then it's time to cross your fingers and hope that one of the forty or so sites under consideration is in your home town.



GameWorks offers a wide variety of gaming experiences, from mass transit to the solitude of virtual reality.

1-3 Whether you like taking a shot at crime, flat-tracking along on a dirt bike, or just living in the fast lane, GameWorks has it all!

THE BEST LITTLE ARCADE IN CALIFORNIA

Can one of the biggest arcades in the US be little more than a testing ground for what's to come?

Though not actually built under Sega GameWorks' direction, the Sega City entertainment center in Irvine, CA is perhaps the closest existing US experience to what a GameWorks center will have to offer. Open for less than one year, this 15,000 square foot facility has already done a great bit to redefine the arcade experience, through its inviting atmosphere and promise of fun for all ages. Of course, there's no telling if the principles used to make the Irvine center a success will work in a center two or even three times the size and scope, as are planned in the near future for Seattle and Las Vegas. There's little doubt, however, that whatever the results, it will be gamers that reap the benefits of such gargantuan efforts.

There are several techniques Sega City is already using to keep their site from falling into some of the familiar traps of traditional arcades and many are practices that GameWorks are planning for future centers. Perhaps most notable is the location. The Irvine Spectrum is cleaner than most hospitals and emits a certain dignity that many shopping malls, the most popular site for traditional arcades, are conspicuously missing. The arcade itself is also extremely spacious, with a careful design and good lighting. Gone is the dark, crowded and intimidating atmosphere found in most arcades. Finally, the atmosphere is friendly, with 'Game Specialists' walking the floor, making sure even Grandma knows how to re-load the gun in *Virtua Cop II* before ridding an Innocent hostage. As for the actual attractions in the Sega City center, most are Sega coin-op machines familiar to any arcade buff. The main difference is that nearly all the machines are

oversized, 'Deluxe' units. This means when you sit down to play *Sega Rally*, you'll sit in a mock rally car that moves and shakes accord-

ing to your driving skills. Racing games aren't the only 'Deluxe' units, however. Sega City has everything from big screen *Fighting Vipers* machines to the *R-360 Wing War* unit, a version of Sega's *Wing War* game, which allows the player to strap-in and enjoy complete 360-degree rolls and plenty of other gut-wrenching maneuvers. While the majority of the arcade machines are Sega's own brand, the management is not limited to what titles it can house. If it's popular, they've got it.

Another attraction, rarely found in traditional arcades, is the Virtual Reality unit situated just inside the front door. While some would argue as to the quality of VR Gaming, Sega City's setup represents the best that commercial technology has to offer. While there is only one VR unit in the Sega City location, GameWorks centers of the future will likely have a much larger representation of this cutting edge technology. For now, anyone with an adventurous spirit and an eagerness to finally experience this long-hyped experience can do so at Sega City.

In many ways, the Sega City location in Irvine represents what GameWorks sees as the future of entertainment centers, but it's quick to remind us that the scope of projects like the upcoming centers in Seattle and Las Vegas will be taking the formula to the next level. Beyond the fact that future centers are to be as much as three times the size of Sega City in Irvine, the focus will be more varied, coming in somewhere between a traditional arcade and a full scale amusement park. This is to be done in a variety of ways, many of which are already in practice in Irvine, while some ideas are still waiting in the wings. Whatever the future holds for GameWorks' centers, as even the Sega City location prepares for a design overhaul, with Sega's, MCA's and DreamWorks' collective backgrounds, we're very likely to see something vastly different and exciting in the coming years when it comes to arcade style entertainment.

It will be gamers that reap the benefits of such gargantuan efforts.

Evidently there's even games for folks who like to play with their feet. Uh, OK...



AN INSIDERS TIP

An Interview with
Al Stone, President of
Sega GameWorks

Who is
GameWorks?

Previously, we were Sega Enterprises, Inc. USA, a wholly-owned subsidiary of Sega Enterprises in Japan (SOJ). We are probably the leader in the amusement sales business, as far as distributing the product that is researched and developed and manufactured in Japan. We also do some manufacturing, or assembly, in the US, but the technical stuff is all developed in Japan. We've probably been the leader in the coin-op video game business for the last five years, with a significant percentage of the market.



How much of the market?

We estimate that we're somewhere around 50% of the market for coin-op videogames in the United States. Our R & D in Japan numbers 1300 engineers. It's probably as big as the entire remainder of the manufacturers — that's why we have a product edge and a technology edge.

Having enjoyed that position for the last five years, we also saw the operating community, in general, kind of stagnate. Therefore, we tried to answer with the theme park business, which meant going after entertainment somewhere between the big family entertainment centers and full-blown theme parks. We felt there was a big gap in that type of entertainment and we shopped for somewhere in the middle. Our resources, however, here in the US precluded us from growing very quickly. We grew our operations, but never installed a full-blown amusement theme park (there are now five in Japan) because they're hard to put together. (Specifically) these kinds of deals and partnerships take an **o**

CONTINUED... pg. 84



SEGA JOYPOLIS

A gamer's paradise, Sega Joypolis goes beyond your wildest imagination.



A simple derivation of a traditional arcade game, Sega still knows what they're best at.

5 Used as a testing grounds for many of their newest arcade titles, Sega's biggest titles seem right at home at Tokyo Joypolis.



1. A quick glimpse of Virtua Fighter 3 on-test at Tokyo Joypolis.

2. The Power Slid bobsled simulation is a great way for big groups of friends to enjoy something together.

3. The Rail Chase Coaster is a unique example of an arcade game actually translated into a real roller coaster ride and shooting game.

4. Half-Pipe Canyon is one of the many attractions custom built for Tokyo Joypolis.



As if it could have been created anywhere else first, Sega's Joypolis in Tokyo is the premiere arcade/entertainment center in the world. One of five such centers in Japan, Joypolis Tokyo measures 9,600 square meters spread out over three separate floors. The center is divided into four main sections designed with the lofty goal of bringing customers closer together with each other. The four sections are: First

Impression; Sports;

Mysterious; Casino & Cafe. The ideal visit would have visitors work their way through each of the four sections ending in the relaxing Casino and Cafe.

Well beyond the standard arcade, Joypolis Tokyo features 11 major attractions, including a free fall ride called Time Fall, a full scale roller coaster/shooting game called The Rail Chase Roller Coaster and The Joy-Net Express Internet Cafe. To enter the center, a visitor must pay the \$5 entrance fee and then purchase an additional device called the Joypolis Card. This card acts as a debit card for the big attractions within the center.

These major attractions range in price from \$5 to \$8. The center also has plenty of arcade machines for traditional gamers and redemption machines for younger players.

Built in what is described as both a retrospective and futuristic style for an initial investment of about \$45,000,000, Joypolis is unlike anything you've seen before in the US. With exposed

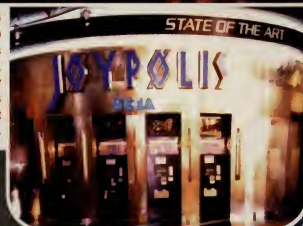
steel girders and flashing lights as far as the eye can see, the entire center has the feel of a set ripped from a science fiction movie. Of course, in Japan this kind of environment is not nearly as foreign as it may seem in the US, but even for the world's most

technically advanced city, this place is out there. Whether the Sega GameWorks centers planned for the US will have the same feel has yet to be revealed, but certainly the plans are equally, if not more, ambitious.

Though Tokyo Joypolis doesn't quite take up the entire volume of this enormous shopping complex outside, it does occupy three full floors.



An entrance fee of 500 Yen (\$5) gets you inside, but major attractions will still cost you more.



From the third floor, it's easy to appreciate the magnitude of Tokyo Joypolis.



Major attractions like the free fall ride can cost up to 800 Yen (\$8).



1. The Fortune Museum is meant to be a relaxing exhibit where people can get a psychological diagnosis from analyzing art. This exhibit will probably never leave Tokyo.
2. The Joy-Net Express offers a great chance for visitors to check out the magic of the Internet, as well as getting a peak at what's going on in the other Joypolis sites around Japan.



"A SUPERIOR RACING GAME THAT HAS YOU TEAR-ASSING DOWN THE HIGHWAYS OF GODZILLA'S FAVORITE STOMPING GROUND!"
-VIDEO GAMES

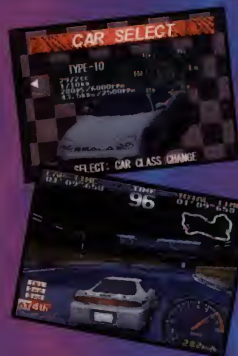
"TOKYO HIGHWAY BATTLE IS ONE OF THE COOLEST RACING GAMES... ONE OF THE TOP GAMES AVAILABLE FOR THE PLAYSTATION."
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-COMPUTER ENTERTAINMENT NEWS

"THB WILL DELIGHT GEAR-HEADS AND RACING FANS ALIKE"
-GAME INFORMER

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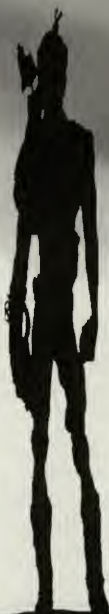
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WE ARE MAKING OUR FIRST GAME FOR 32-BIT SYSTEMS.*

*WE'VE PUT THE BEST GAME MAKERS FROM AROUND THE WORLD IN
THE SAME ROOM. SOMETHING BIG IS BEGINNING TO HAPPEN...*

*MORE LATER.
THE SHINY TEAM*



CONTINUED from pg. 83....

An Interview with Al Stone, President of Sega GameWorks.

◊ extremely long time to put together, in some cases, a year or two. So that's when we started negotiating with MCA, Universal and Dreamworks SKG (Steven Spielberg's company).

Skip Paul (Chairman of MCA and now GameWorks) actually quarterbacked the deal. He had a great relationship with Steven Spielberg and so he put this group together and we formed a new company — Sega GameWorks.

What creative output are you getting from MCA and Steven Spielberg?

As technology and different forms of entertainment are merging, MCA has a lot to bring to the table — ideas, creativity, ways to manage these kind of businesses, ways to finance and study them. I also think they're a lot better at figuring out where these kinds of entertainment centers should be.

I think you might see, with Steven Spielberg's influ-

ence, situations where we take the existing equipment and start to tell a story with it instead of someone standing there playing a videogame, which is good entertainment in itself, but we may take the theme of a game and make a real story out of it. Also we can make it so more people can participate.

Are there plans for movie-licensed attractions?

I would count on it. It was always understood (that we would do that.) Aside from the creative resources, the properties (movies) and the future properties are certainly tools available to us.

Would those be exclusive GameWorks attractions?

I think they could be. We do have the first Sega GameWorks facility designed, and it opens in Seattle, in the Meridian center, at the end of this year. It will be about 26,000 square feet and it's going to be very unlike anything you've seen in a

location so far.

Where else are GameWorks centers planned?

We've got one planned in Las Vegas and Seattle (there are about forty in the pipeline, but those deals are not consummated yet).

Are there definite plans for Internet attractions?

We are using the Internet as a communication device specifically to tell people about what's going in other locations. We're also involved somewhat already showcasing new products that are coming out. I think it's a new enough tool that none of us are sure what the bang for the buck is. We plan to use it to its fullest extent to fit in with the interactivity between and within locations.

Will there be other company's arcade units in a GameWorks center?

Absolutely. We don't pretend that Sega offers every component or experience that a

We may take the theme of a game and make a real story out of it.



location like this should have. (For example) Namco's got great R & D and we need their equipment to provide that critical mass that's necessary to make money and satisfy the consumer.

How will you compete with traditional arcades?

One of the nice things about the same company having the distribution rights for all Sega products is that we're very sensitive to everyone. All of our expansion will not be taking over locations from existing operators. The entire momentum behind our roll-out will be to handle

expansion with strategic companies and new locations. We want to lift the operations up, not dilute them.

What is your most ambitious project right now?

Probably the most ambitious is the Las Vegas center. It will be a sort of entertainment mall. Our feeling is that there is a lot to do in Las Vegas when you're around a casino, but this is the first big effort to provide some family entertainment away from the gambling atmosphere.

WONDER EGG?

A fierce competitor on the arcade front, Namco is no stranger to the Amusement Theme Park business.

There are two names in the arcade business that induce awe and admiration throughout the world. Those names are, of course, Sega and Namco. Not to be out-

done by their 'arch-nemesis' Sega, Namco's answer to the Joypolis centers are, oddly enough, called Wonder Eggs. Not quite as plentiful (with only three centers in all of Japan) as

Sega's ATP centers, but arguably as impressive, Namco employs many similar concepts in the design of Wonder Eggs, Wonder Eggs 2, and the latest center, Namjatown (which literally translates into 'What is it? town'). Based on the idea of bringing high-technology to the masses in innovative and interactive ways, Namco's centers include group rides, racing simulators with voice recognition and the first genuine flight simulator to be available in an entertainment center.

Though Namco's arcade presence continues to grow in the US, there are no immediate plans for comparable centers in America, but, according to

Namco, we will see something along the same lines in the next two years.

Namco is also hedging its bets on emerging technologies like Virtual Reality and larger, group-oriented interactive attractions such as the *VR Helicopter* sim recently debuted in the Namjatown center. This particular attraction allows for up to four people to simultaneously enjoy an immersive VR experience. Certainly, with GameWorks building bigger and better entertainment centers in the US, we can count on Namco to do the same sometime in the near future, but as far as full size ATPs in the US, it will be Sega testing the waters.



Group rides meant to introduce high-technology to the masses are a big part of the strategy in Namco's 'Egg' centers.



Welcome to the urban jungle

Crime is out of control, and the cops have been replaced by bounty hunters like you. No courts, no trials... just instant retribution. Fire up one of eight heavily-armed vehicles and buzz through eight zones of digitized devastation. Use guns, grenades, rocket launchers, tire treads... whatever it takes. After all, you don't get paid for being nice.



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SEGA SATURN



REVIEWS

Welcome to the most comprehensive reviews section anywhere.

Here we go again! We've got the best darn scoring formula in the whole world and we don't care who knows it! And if that weren't enough, just check out the list of titles we're putting under the Ultra GP microscope this month! And if you still need some assurance, just think about the guys who put

their lives (and salaries...) on the line every month, to make sure that you're getting the absolute best videogame reviews available anywhere. Still not satisfied? Then how about the quality of this real nice paper? Isn't it shiny and smooth? Yeah, we thought that would bring you around to our way of thinking...

Sports Reviews

094 Andreotti Racing

106 Final Doom

096 Motor Toon GP

115 Spot Goes To Hollywood

105 Star Gladiator

092 Street Fighter Alpha 2

112 Three Dirty Dwarves

099 Tobal No.1

109 Virtua Fighter Kids

100 Virtua Fighter PC

090 WipEout XL

116 Z

127 3D Baseball

123 Madden '97

124 NCAA Gamebreaker

127 NHL '97

125 Quarterback Club '97

124 Triple Play '97

127 World Series Baseball II

Inside The Score Box

We pride ourselves on having the best, most comprehensive scoring system in the biz. Here's how the formula works:

GRAPHICS How a game looks is only a small part of the formula, but an important one. Great graphics can pull the player into a world and make the experience seem all the more real. *Weighted by 4.*

MUSIC Again, music won't make or break a game, but if the soundtrack moves you in an RPG, or gets your heart pumping in a fighting game, it adds to the overall appeal. *Weighted by 2.*

SOUND EFFECTS Good sound effects can actually help you to "feel" the game better. Just imagine how much less of an impact a heavy punch would make if it only made a small "tick" on contact. *Weighted by 2.*

INTERACTION How well does the game respond to your commands? How much influence do you have over what's going on? *Weighted by 4.*

BALANCE Is the game childishly easy one level, then frustratingly hard the next? Does your opponent have an unfair advantage? When you want to save, do you have to walk an hour back to the village? *Weighted by 4.*

DEPTH Ever bought a game, fallen in love with it

the first hour, only to beat it in two hours? A great game will take a long time to finish, and offer plenty of reasons to come back for more. *Weighted by 4.*

EXTRAS Did the game's programmers go for that "little extra", tossing in codes, hidden items, secret screens, or other added bonuses? *Weighted by 1.*

PRESENTATION Does the game create a world that draws you in? Do the intro screens and menus reinforce this environment? *Weighted by 1.*

INNOVATION A game can be loads of fun without offering anything totally new, but the classics are always the trendsetters. *Weighted by 1.*

RATING The total sum of all the categories, divided by 23.



The ULTRA AWARD

When a game makes it through our grueling review system and still comes out with at least a 9.0, it earns our **ULTRA Award**. This is our guarantee that you'll love these games, so don't miss 'em!

ALTERNATIVES

Shumi-Shumi Man 7.6

Super Kombat Fighter II 6.3

Jumping Flash 4: Payback 4.6

If you like a game, chances are that you'll enjoy other similar games. That's why we now offer Alternatives. If you've read our review and you still aren't quite sure if the game is your type, just check out the alternatives to see if it's similar to any of your other faves.

REVIEW PLAYSTATION



プレイステーション



WIPEOUT XL

Psygnosis tops itself with this awesome sequel



Real life ain't this pretty! Just look at the amazing detail, then imagine it flying by at 100 mph.

While the rest of PlayStation developers are struggling with RAM problems and stern limitations, Psygnosis has once again exceeded all expectations with a mind-blowing sequel. The original *Wipeout* was the first PlayStation game to really show off some of the beautiful transparencies and polygon power of the system, and *Wipeout XL* makes the original look like an unfinished game, at best.

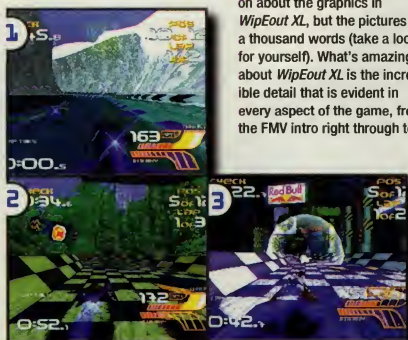
The eight tracks feature unique futuristic settings, complete with rotating signs, moving trains, and some of the sharpest light-sourcing I've seen. I could go on and on about the graphics in *Wipeout XL*, but the pictures tell a thousand words (take a look for yourself). What's amazing about *Wipeout XL* is the incredible detail that is evident in every aspect of the game, from the FMV intro right through to

the best special effects of any game available. But what makes the game so special is the addictive high-speed gameplay that actually brought a tear to my eye (which happens when you don't blink for 76 hours).

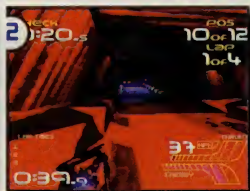
The original *Wipeout* had a cult-like following that loved everything about the game, but the difficulty in control scared off some of the wimpier players. In *XL*, the player is eased into the high-speed madness with a slower speed class, but never fear, *Wipeout* fanatics, there is more speed in *XL* than can be imagined. The controls were also tweaked for a much smoother ride, and when the craft barely nicks the wall it scrapes along rather than crashing to a stop. The control is still a bit tricky to master, but anyone who swung their head back and forth to the first *Wipeout* will have no trouble.

The new features in *XL* have just added more depth and balance to what was already a great game. The new damage gauge takes a hit each time a mine, rocket, or hard crash into a wall hits the craft. Once it's empty, a huge explosion seals the driver's fate. In order to avoid destroying the craft, the player must go through a pit lane to restore power. The pit lane slows down the vehicle and is a slightly longer route than the track, but much like the rest of *XL*, it is done with class, style, and speed. Some of the new weapons are enough to make any shooter jealous. The quake sends a ripple down the track in front of the driver and is just outrageous. Some other new weapons are the autopilot, which is the only way to make some turns on the later tracks, the triple

- 1 Check out the variety in tracks from a frosty winter wonderland...
- 2 ...to the deepest, darkest jungle...
- 3 ...to the futuristic underground pipes. Each track is unique and completely inline with the concept of the game.



- 1 The amazing detail and variety on each track is mind boggling. All four of these screens are from one track. From the dark tunnel... 2 ...to the flashing red tunnel... 3 ...to the bright night sky, with a futuristic train moving by... 4 ...to the ominous blue lighting. All this happens in a 30 second run around the track — talk about detail...



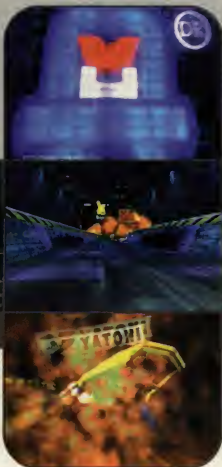
PRESENTATION



1 The quake in action! Watch as the track ripples before your eyes...

2 ...damaging all in sight along the way. Truly incredible.

With a pumping techno soundtrack, the Designer Republic logos, and a startling opening sequence, *WipeOut XL* draws the player into a futuristic universe like no other game. When the player puts *XL* into his PlayStation for the first



time and gets a glimpse of the heart-pounding intro, they will be prepared for the ride of their life. The intro starts off with a buzzing neon logo, then moves onto a statue of some crazy critter, then a huge explosion starts off a frenzy of quick-cut shots, which ends with another explosion. Cool.



rocket, which can actually take out three vehicles at once, the smart bomb, which turns the screen white and damages every craft on the screen, and the power rockets, which power up, then eliminate the target

from the race. The new weapons not only light up the screen with movie-quality special effects, but they also add even more depth to the game with new strategies.

Perhaps the most notable

gameplay improvements are the computer AI and amount of racers. Now there are 12 racers on the track at one time, and the solid AI makes each race more strategic. This time, *XL* has perfected the balance

between racing and combat like no other game. In the first game, finding a time when you could see more than one opponent on the screen was difficult, while in *XL* you'll often have four cars screaming for the finishing line at one time. The emphasis is

put on speed, handling, battle, and weaving through traffic, which makes for race after exciting race.

There isn't a PlayStation owner alive that wouldn't live a happier, fuller life with a copy of *WipeOut XL*. It is the perfect example of what every video game should be. It's a complete experience that draws the gamer into its world and doesn't let them go until the power button is turned off.

MIKE SALMON



If you don't get a damaged car into the pits, you might as well get ready for a little futuristic BBQ.



1 After getting a gold on each track, you have to fight through several challenges at faster speeds before you can obtain all the secrets. **2** The amazing rollercoaster-like tracks really take you for a ride. (Note: you must be at least as tall as Bill to play). **3** The power-up graphics have changed, but the Turbo still rockets you down the track at blazing speed.

ALTERNATIVES

Cyber Speedway 8.2

Cyber Speed 8.4

High Octane 8.4

THE LINE

AUDIO & VIDEO

GRAPHICS	10
MUSIC	10
SOUND EFFECTS	10

GAMEPLAY

INTERACTION	9
BALANCE	9
DEPTH	10

SPECIAL

EXTRAS	10
PRESENTATION	10
INNOVATION	7

RATING

9.5

REVIEW SATURN



セガ サターン



STREET FIGHTER ALPHA 2

The latest version of Street Fighter is the best ever

Well, it's that time of the year again, when we welcome home the latest incarnation of *Street Fighter*. Every year Capcom puts out a newer, prettier, and slightly better-playing version of its ultimate cash-cow, and every year we in the press get to say the same things, like 'it's not that different from the earlier games, but this latest version of *Street Fighter* is still the best yet'. This year we get *Street Fighter Alpha 2* and things are actu-

ally a bit better this time.

For starters, this game has the most characters of any *SF* game ever, and each one is very cool in its own way. Even the Ryu and Ken knock-off characters seem more valid, with extras that make them more unique. There are also new hidden characters and a number of other cool surprises.

Every character's background is completely new, and is much more detailed and animated than before. However, the characters are missing a few frames of animation from the arcade. For the most part though, it's

unnoticeable. This game still has that classic *Street Fighter* feel, with the smoothest control and fastest response of any fighting game. The biggest new change is the addition of Custom Combos. These boost the player's speed considerably, enabling him to pull off numerous special attacks in a rapid-fire sequence.

My only real complaint is that the control on the PlayStation is incredibly bad — the PS control pad just wasn't made with games like *Street Fighter* in mind. The four-button layout forces you to use the top shoulder buttons for the fierce attacks, and the stiff, sticky directional pad will have even the most die-hard Ryu master missing his fireballs. These problems can be somewhat overcome with hours of practice, but why bother, when the Saturn pad works perfectly?

Despite this, 'the latest version of *Street Fighter* is the best yet' (you didn't think I wasn't going to say it, did you?). I would complain about there not being a part '3', but it's currently in the works. Depending on who you believe, it's either going to be a 3D game, or the 'next step' in the 2D genre. Either way,



1 Rolento may be reshaped from one of Capcom's old games, but he still looks and fights great.

2 Gen is one of the more interesting new characters, with two different fighting styles.

it's good to know that *Alpha 2* offers hours of great gameplay to keep us all 'shoryuken-ing' in the meantime.

CHRIS SLATE

ALTERNATIVES
Night Warriors 8.2
X-Men: COTA 7.2
Mortal Kombat 3 7.7



Alpha 2 throws Ryu a curve — a schoolgirl named Sakura, who has some fireballs and dragon punches of her own!

THE LINE

AUDIO & VIDEO

GRAPHICS	9
MUSIC	6
SOUND EFFECTS	7

GAMEPLAY

INTERACTION	9
BALANCE	8
DEPTH	9

SPECIAL

EXTRAS	8
PRESENTATION	7
INNOVATION	6

8.1

1 There are more special effects in *Alpha 2* than ever before. 2 Zangief and Dhalsim have returned, and have some new techniques. 3 Dan's got a couple of new tricks up his sleeve, along with some good old standbys. 4 With Cammy gone and Rose being a lame replacement, Chun-Li hasn't had any real female competition — until Sakura, that is.



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PSX \$52



'SUPER MARIO 64' Mario goes 64-bit! His updated look is a rendered 3D image with texture mapped polygons. He's now able to slide and hang on as he explores new landscapes.

NIN 64 \$66



'SONIC BLAST' Now, Sonic and his world are 3D thanks to super fast SGI rendered graphics. The evil genius Robotnik is after the Chaos Emeralds and it's up to Sonic to stop him. It won't be easy, but Sonic has new power ups and special moves!

GEN \$52




'STAR WARS SHADOWS OF THE EMPIRE' Smooth play control is surrounded by amazing and highly detailed graphics featuring texture mapped 3-D polygons!

NIN 64 \$79



'ULTIMATE MORTAL KOMBAT 3' Shao Kahn has entered the earth realm to punish humans and wrench their souls.

GENESIS \$69 Saturn \$58 SNES \$71




'TEKKEN 2' Blows away the competition. More moves, more characters, and more depth make this the king of fighting games. And with nothing more on the horizon for home systems, this king should reign for some time. Better graphics, sound and moves than ever before!

PSX \$44



'DRAGON FORCE' The world of Legendia has fallen prey to the frightening reign of Madrak. His unquenchable thirst for power has replaced tranquility with terror and honor with treachery. As the solitary hope for redemption has been reduced to 8 powerful warlords!

SAT \$48




'FINAL DOOM' Skewed corridors, out wrenching shotgun blasts and demonic backgrounds are some of the enhancements of Final Doom. Fluid movement that's free of slowdown is another feature in this bloodfest! Making Final Doom the best corridor shooter around!

PSX \$52



'MARVEL SUPER HEROES: WAR OF THE GEMS' Choose your favorite Marvel characters and battle Thanos, the most dangerous villain in the Marvel Universe!

SNES \$54



'NIGHTS' Combining the dynamics of a flight simulator with the speed of a racing game, Nights propels gamers into a truly amazing virtual dream land filled with real world time worlds and psychedelic characters.

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Cruin' USA \$69	Mad Catz Analog Stick \$69	Fade to Black \$52	NHL Face Off '97 \$52	7th Guest 2 11th Hour \$52	Legacy of Cain \$52	Castle Wolfenstein 3D \$24	Crash & Burn \$46
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Doom \$74	AD&D Iron & Blood \$52	Final Doom \$52	Need for Speed \$54	Alien Trilogy \$50	Lethal Enforcers w/Gun \$69	Defender 2000 \$52	Myst \$44
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Pilot Wings 64 \$69	Burnout \$46	HyperAnal: Wrestling \$46	Ridge Racer Revolt \$46	Criticism 2 \$54	PGA Tour '97 \$50		
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	Clelandy \$54	Kunite: Fighters Edge \$52	Tecmo Super Bowl \$59	Devil Summoner \$52	Shining Wisdom \$52	Wirehead \$29	Kings Field \$13
	Cyberfighter 3 \$54	Legacy of Cain \$52	Tekken 2 \$44	The Hard Trilogy \$49	Sonic X-Game \$46		Lunar 2 Off Play GD \$13
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	Disruptor X \$51	NASCAR Racing \$46	Wing Commandr 4 \$54	Herc's Adventures \$52	WWF In The House \$52	Pwr Ranger ZEO \$56	
	DragonHeart \$44	NBA Hang Time \$52	Wipeout 2 \$52	Hexen \$52	Werewolf Apocalypse \$52	Super Mario RPG \$65	
	Dream Team 96 \$52	NBA In The Zone 2 \$52	World Circ Racing Vett \$44	Hyper 3D Pinball \$44	Wipeout 2 \$54	Tecmo Super Bowl 3 \$56	
	Duke Nukem 3D \$52	NBA Jam Extreme \$44	X-Men Children of Atom \$52	I-4 Independence Day \$52	World Heroes Perfect \$52	UltimMort Komb 3 \$71	
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REVIEW PLAYSTATION



プレイステーション



ANDRETTI RACING

EA continues to push the pedal to the metal for another astonishing finish

Electronic Art's long and storied software history has had it dominating in nearly every genre it's attempted, with the notable exception of racing games. However, with the emergence of *Andretti*

Racing, EA is definitely taking huge strides towards making a better racing game and redefining the genre.

All the great racing games had their origins in the arcade, which allowed for superior graphics, speed,

and control. However, the downside to arcade racers for the home is the lack of depth. While games like *Daytona*, *Ridge Racer*, and *Sega Rally* are obviously rich in playability, graphics, and

sound, each of them lacks the depth of *Andretti Racing*. With sixteen tracks, two entirely different circuits, fully adjustable cars, and a season mode, *Andretti Racing* does everything a racing game for the home should. *Andretti* also includes the option of split-screen or linked two-player racing showdowns.

The tracks may not look as detailed as the tracks in *Ridge Racer*, but the different racing styles required make *Andretti Racing* a new experience. It's not just two different textures that handle exactly the same, instead, the speed and drag on the two types



of vehicles varies greatly.

The player has to learn two different driving styles in order to successfully navigate through a season. The vehicle control is a near perfect mix of arcade power slides and sim-style racing, which leads to a strategic race to the finish.

Even the best games have their flaws and *Andretti Racing* isn't immune, either. The AI for the competitors is extremely tough and the two-player mode could have been more fun if the players were able to race the entire field of competitors through a season.

Andretti Racing may not be the best, but all the gameplay, depth, and extras more than make up for it in the long haul.

MIKE SALMON



The impeccable control makes for great driving moments, like slipping through the pack at the finish line.



1 The stock car racing isn't as precise as the Indy Car, but still requires strategy and skill.

2 The different views allow the player to hop right inside the Indy Car (smell of burning oil not included).

ALTERNATIVES

Need For Speed 9.3

Daytona USA 9.0

WipeOut XL 9.5

Ridge Racer Revolution 8.1

THE LINE

AUDIO & VIDEO

GRAPHICS 8
MUSIC 9
SOUND EFFECTS 9

GAMEPLAY

INTERACTION 9
BALANCE 7
DEPTH 9

SPECIAL

EXTRAS 10
PRESENTATION 10
INNOVATION 7

RATING

8.5

1 The crashes aren't equal to the likes of *Destruction Derby*, but the cars still flip real nice. 2 Getting through tight corners requires practice. 3 The split-screen two-player showdown allows for extensive replay value, even after the season mode has begun to tire. 4 Replaying the race from different angles gives the player their own racing movie.



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REVIEW PLAYSTATION



プレイステーション



MOTORTOON GRAND PRIX



In a cartoon world, who needs liability insurance?

Uhen the Playstation was unveiled to hungry Japanese consumers almost two years ago, one of the first

games available was a mediocre title called *MotorToon Grand Prix*. The game design was very 'kawaii,' (or 'cute' if you prefer), but it was also

bashed by the critics. *MotorToon GP 2* was released earlier this year in Japan and met with instant success. Sony of America wasn't too keen on the first *MotorToon*, hence no release over here, but the sequel and its success warranted enough attention to make it to the American market as *MotorToon Grand Prix*.

The play mechanics are reminiscent of *Super Mario Kart*—power sliding is a must around tight corners. The race moves at a brisk pace and moving your car over the gold squares on the track puts randomly chosen weapons at your disposal. These weapons have a variety of effects, ranging from oil slicks to homing missiles. A new element added is that

there are some penalty items that can be picked up as well. One of these items temporarily shrinks your vehicle and inhibits its maximum speed. These bonus items definitely put a strategic twist on the gameplay.

The gouraud-shaded polygon tracks have a vivid gloss which, when added with bright pastel colors, give *MotorToon* its cartoony look. Each of the five tracks available have their own distinct personalities. One track has you racing on an island, while another has you racing in the sky on a transparent road. The vehicles, which vary when it comes to handling, acceleration, and maximum speed, distort in shape when turning left or right. This effect gives the cars a rubbery 'Plastic Man' texture. The music is your standard cartoon fare, nothing spectacular.

Overall, *MotorToon GP* is a very solid racer. Though the game is a bit short, there are plenty of goodies hidden in the game that will keep players coming back for more.

JASON MONTES

ALTERNATIVES

Wipeout XL 9.5
Ridge Racer Revolution 8.1
F-1 Challenge 8.7
Sega Rally Championship 9.2



Why, yes, it is possible to fall off the cliff...



1 How long has it been since you've driven inside a cake?

2 The Haunted House is one of the toughest courses.

THE LINE

AUDIO & VIDEO

GRAPHICS 9
MUSIC 6
SOUND EFFECTS 7

GAMEPLAY

INTERACTION 9
BALANCE 9
DEPTH 7

SPECIAL

EXTRAS 9
PRESENTATION 9
INNOVATION 7

RATING

8.1

1 Fall into the lava and find out what it's like to be toast! 2 The Super Shield renders you invincible for a short time. 3 *Motor Toon GP* offers an amazing selection of weapons and special effects. 4 The first-person view is a tougher ride than it looks.



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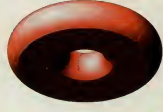
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プレイステーション



REVIEW
PLAYSTATION



TOBAL NO. 1

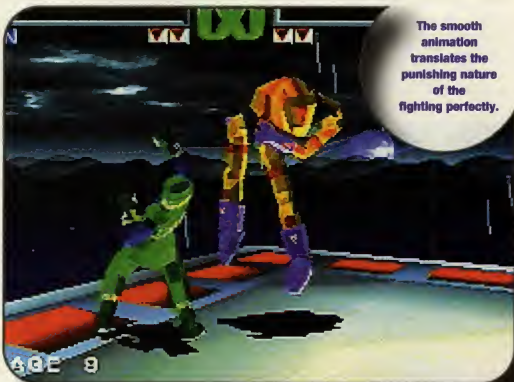
Toba No. 1 brings an entire new element to the fighting game genre

Since it's a new-comer to the crowded fighting game genre, *Toba No. 1* faces stiff competition from established fighting game series like *Virtua Fighter*, *Tekken*, and *Street Fighter*. The fact that the game possesses 'quirky' character designs and a decidedly non-mainstream graphical approach makes the game seem sub-standard on initial inspection. But once the smooth gameplay is actually experienced, the balance and depth of *Toba No. 1* is revealed.

In terms of graphics, *Toba No. 1* shies away from the fully-rendered, gouraud-shaded approach that is the standard for the top games of the genre. Instead, *Toba's* graphics are exceptionally high resolution examples of graphics that seem more reminiscent of the first *Virtua Fighter* game. Though this gives the visuals a 'retro' look, the payoff to the player is smooth character animation.

As for gameplay, *Toba No. 1* shines in two-player mode. A full 3D fighting environment is executed in such a simple and elegant manner that it should serve as the model for the genre. The characters feature a variety of fighting styles and possess intuitive moves. Control is achieved through a mixture of directional taps and button inputs, but the most innovative feature is the ability to break and counter throws — properly executed, they can be the determining factor of a match. Although somewhat complex in description, the innovative control system works seamlessly in application.

Unfortunately, the gameplay that is so well balanced and smooth in two-player competition is some-



The smooth animation translates the punishing nature of the fighting perfectly.

what less stellar in the one-player mode. The majority of this blame can be leveled on the computer AI, which is too simple and easy to beat.

A peculiar, but ultimately welcome, feature of *Toba No. 1* is the Quest Mode. The gameplay of this unique mode can best be described as *Doom*-like, with a third-person perspective. Exploring dungeons, while fighting enemies and picking up items, may seem a little out of place in a fight-

ing game, but the challenging nature of the Quest Mode adds significant value to a game that now ranks in the upper echelon of the fighting genre.

ROGER BURCHILL



1 The well-balanced gameplay will make you forgive the familiar nature of some of the moves.

2 Throws and counter-throws play a significant part in the game's strategy.

THE LINE

AUDIO & VIDEO

GRAPHICS	9
MUSIC	9
SOUND EFFECTS	7

GAMEPLAY

INTERACTION	10
BALANCE	9
DEPTH	9

SPECIAL

EXTRAS	10
PRESENTATION	7
INNOVATION	9

RATING

9.0

1 The graphics are different, but you'll learn to appreciate their high-res crispness. 2 The Quest Mode offers something no other fighting game ever has — exploration, puzzles, and food! 3 Hey, weren't you in an episode of the original *Star Trek*? I HATED that episode! 4 The practice mode allows you to explore your character.



REVIEW

PC-CDRom



コンピューターゲーム



VIRTUA FIGHTER PC

Sega's most valuable property is finally coming to a PC near you

About a year ago, Sega developed a version of *Virtua Fighter Remix* to take advantage of the Nvidia 3D accelerators on the PC. Graphically, the game was very representative of the original, but

required that rare 3D board, so not many people were able to play the game. To remedy this situation, Sega has developed a version of *Virtua Fighter* that only requires Windows 95, called *Virtua Fighter PC*. The title

uses the remixed texture-mapped versions of the original characters.

This new version uses the Microsoft DirectX APIs for Windows 95 to improve the game's performance. Overall, the playability is still intact,

but there has been a noticeable degradation in graphic quality. The fighters have a lower polygon count and the resolution for the textures looks lower than the Saturn or Nvidia PC incarnations. To compound the matter, the occasional polygon dropout that plagued the original Saturn version has made a guest appearance on the PC.

On a positive note, Sega did manage to convert all of the sound effects and soundtrack perfectly in the form of Redbook audio... no sub-standard MIDI here. Most importantly, Sega kept the outstanding gameplay that made *Virtua Fighter* the

REQUIREMENTS

- Windows 95
- Pentium CPU
- DirectX
- 2x CD-ROM drive
- 6MB RAM

arcade smash that it was. Tons of throws and dozens of moves for each character are what made *Virtua Fighter* stand out. To keep the longevity going, Sega has also included the ranking, and team battle modes that were such nice additions to other *Virtua Fighter* titles.

If you have a PC with Windows 95 and want an excellent playing fighter, this is a great title to get.



CHRISTIAN SVENSSON

ALTERNATIVES

FX Fighter 8.7
Battle Arena Toshinden 5.5



Father Lau and daughter Pai engage in some healthy horseplay.



1 Note that the polygon count is lower than in the Nvidia or Saturn versions, but still quite acceptable.

2 As in the original versions, each character has literally dozens of moves, including complex throws like this one.

THE LINE

AUDIO & VIDEO

GRAPHICS	8
MUSIC	7
SOUND EFFECTS	8

GAMEPLAY

INTERACTION	8
BALANCE	7
DEPTH	8

SPECIAL

EXTRAS	7
PRESENTATION	7
INNOVATION	4

RATING

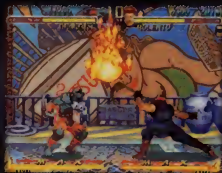
7.5

1 Wolfy getting busy is classic *Virtua Fighter* action! 2 The solid contact of a console game has made the jump to the PC. 3 Jacky seems to have caught a hard right to the mid-section. Dramatic strikes and falls are hallmarks of the game. 4 Some different camera angles add to a great arcade translation.



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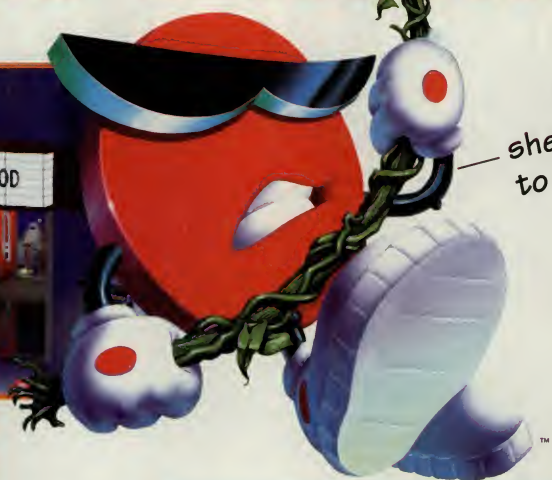


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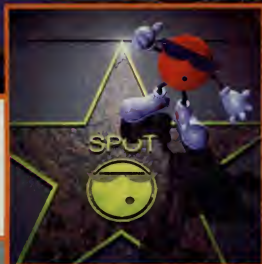


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she came on
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PLAYSTATION SEGA SATURN



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セガ サターン



REVIEW
PLAYSTATION

STAR GLADIATOR

The cosmic crowd in *Star Gladiator* takes 3D fighting to the outer limits

When Capcom announced *Star Gladiator*, its first 3D fighting game, fans the world round were heard to say 'it's about time'. Finally, the master of the 2D fighter was going to try its hand at what many have seen as the future of the genre since the release of *Virtua Fighter*. Now that *Star Gladiator* has arrived, it can be said that the company that brought you *Street Fighter* is every bit as serious about polygons as they are sprites. Developed on PlayStation hardware, this arcade game makes a perfect port to the PlayStation.

Set in the 24th century, *Star Gladiator* offers nine selectable characters of a very cosmic nature. By using alien beings, the designers were able to take advantage of a very liberal set of natural laws, culminating in some truly unusual and deadly moves. The game also boasts a couple of innovative gameplay features that compliment the otherwise solid 3D fighting engine. One of the most significant new features is the

branching combo system. Similar to the combo system of *Tekken 2*, *Star Gladiator* links different commands together to produce special moves and combinations. The difference, however, is in the large variety of possible steps in each combo string. Another particularly satisfying feature in the game is the reversal attack. With one simple command a defensive stand can be transformed into a devastating attack, keeping an opponent from getting too aggressive.

Star Gladiator also offers an extremely polished look, complete with intricate character texture maps and animated backgrounds. There is a tendency for the backgrounds to be almost distracting, but the overall effect is one of electricity and excitement. There are also



Fighting in the far reaches of outer space, *Star Gladiator* brings together a homely, but deadly, crew.

some questionable background elements, such as the mysterious floating orange crates which seem to linger above the ring, but the *Blade Runner*-esque backgrounds are pretty successful.

With plenty of competition this year, *Star Gladiator* is neither peerless nor without its own shining moments. The action is at times ordinary but, with its fine-tuned weapon fighting techniques, it also possesses that spark found

only in games with something original to offer. In the end, Capcom has not yet reached the same level in the 3D field as in games like *SFA 2*, but for now, the future looks pretty bright.

●PATRICK BAGGATTA

ALTERNATIVES

Tekken 2 9.1
Toshinden 2 8.3
Virtua Fighter Kids 6.7
Total No.1 9.0



1 An innovative branching combo system helps give the game a deepened sense of strategy.

2 Special reversal moves add a new dynamic to the standard strike/defend formula.

THE LINE

●AUDIO & VIDEO

GRAPHICS 9
MUSIC 7
SOUND EFFECTS 8

●GAMEPLAY

INTERACTION 8
BALANCE 8
DEPTH 8

●SPECIAL

EXTRAS 7
PRESENTATION 7
INNOVATION 7

RATING

8.0

1 Advanced weapon fighting techniques offer a great variety of vicious attacks. 2 Animated backgrounds help liven the action in the ring. 3 With a host of alien characters, the moves are guaranteed to be bizarre. 4 With unique camera angles for replays and special moves, *Star Gladiator* shows it all.



REVIEW PLAYSTATION



プレイステーション



FINAL DOOM

It's like Doom except... What am I saying? It is Doom!

Thanks to our own infamous Chris Charla, *Doom* has become THE comparative basis for videogames and just about anything else. As a result, the mere possibility of innovation in a new

Doom game could have a catastrophic effect on the metaphorical stability of the free world. Fortunately, there is no need to fear; *Final Doom* has arrived, and it's just like *Doom*. In terms of gameplay, *Final*

Doom offers few surprises over its predecessors. The game is still dark, fast-paced, action-packed, violent, and, most importantly, fun. *Doom* fanatics will have little to complain about, considering the prodigious amounts of huge levels

packed into the game. An improved computer AI also enhances the game.

Enemies now duck behind corners and are very adept at sniping from a distance. The addition of a link option in *Final Doom* that allows for cooperative or deathmatch play is a welcome feature.

The graphics in *Final Doom* can be best described as "traditional *Doom*" quality, which is to say that there is an abundance of pixelation whenever the player moves too close to an enemy, object, etc. There is also a surprising, albeit slight, lack of smoothness

in the animation in the game.

Of course, none of these characteristics will likely woo gamers who have either grown weary of *Doom* games or never enjoyed the action-based gameplay in the first place. These players will question why *Final Doom* still lacks a jump command and why there is no need to aim on the vertical axis. There may even be questions about the overall substance of the game, due to the simple nature of the puzzles and gameplay.

Undoubtedly, these complaints will fall on deaf ears. The faithful who repeatedly flock to *Doom* games will return for the pure, adrenaline rush that *Doom* provides. And who can argue? Once upon a time, the gameplay in *Doom* was the height of innovation. Today, the classic nature of the gameplay still holds up. Don't try to rationalize it; just pack the ammo and guns and prepare to kiss your ass goodbye!

ROGER BURCHILL



1 The pixelation-plagued graphics once again look like... shall we say, "Doo-Doom"?

2 Few games can match *Doom*'s blast-happy gameplay and adrenaline rushes.

ALTERNATIVES

Alien Trilogy 9.1
Congo 5.9
Descant 8.4
Quake 8.5

THE LINE

AUDIO & VIDEO

GRAPHICS	7
MUSIC	n/a
SOUND EFFECTS	7

GAMEPLAY

INTERACTION	8
BALANCE	9
DEPTH	10

SPECIAL

EXTRAS	9
PRESENTATION	6
INNOVATION	6

RATING

8.1

1 Stake — It's what's for dinner. 2 An improved AI means that the usual array of horrific, demon-possessed creatures are nastier than ever. 3 When there's killin' to be done, you'd hate to go to the party under-dressed. 4 No return without a receipt?!? All right, I'll KEEP the chainsaw, then!





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セガ サターン



REVIEW
SATURN

VIRTUA FIGHTER KIDS

Can a fighting game with such cute characters pack enough punch to compete?

Sega's latest VF offering, *VF Kids*, attempts to make the sophisticated VF gameplay easier and more attractive for younger players. The characters we've all come to know and love have been super-deformed to give the impression of being much younger. Cute facial expressions and sped up voice samples have also been implemented to further the effect. It's not until you see a fully-bearded baby Shun Di rolling around on the ground, however, that the humor really shines.



Offering both a simplified 'Kids' and 'Normal' mode, the designers have made it easy for beginners to play, while leaving room for those wanting more of a challenge. The standard mechanics for the normal mode are derived from *VF2* gameplay, though the shorter arms and legs force most of the rounds to be fought in close combat. Added to the game since *VF2*, however, are a few new features such as the triple replay camera. Whenever a

player unleashes a devastating hit, the camera instantly replays it from three different angles. While this feature can be nice, it sometimes distracts from the gameplay. It's also important to note that while the game may share several key elements with *VF2*, the 'Kids' mode is designed specifically for younger and inexperienced players.

The game also offers some extremely funny CG movies for each character, a feature sorely missing from *Virtua Fighter 2*. As the game is beaten, each character's ending movie is then saved in the Saturn's system RAM for unlimited viewing. The best feature of *VF Kids*, however, is the option to program custom moves. For example, complex maneuvers like Akira's devastating Stun Palm of Doom can now be done with the push of a button. This feature serves as an excellent trainer for players still trying to grasp the timing elements critical to becoming 'good' at the VF series.

With all the elements that make the VF series great included, plus the added bonus of humor, *VF Kids* is a pleasant surprise. It's not, however, likely that players already burned out on *Virtua Fighter 2* will find *VF Kids*



1 The characters can be juggled in the air, like in *VF2*.

2 Pal's Java Factor is one of two new backgrounds.

enough of a departure to truly warrant the purchase of both games. The game can be really good, however, for younger players or those not yet familiar with *VF2*.

● JASON MONTES

ALTERNATIVES

Virtua Fighter 9.9
Tekken 9.1
Golden Axe: The Duel 6.3
Street Fighter Alpha 2 8.1



The new facial expressions add to the game's character.

THE LINE

AUDIO & VIDEO

GRAPHICS 8
MUSIC 9
SOUND EFFECTS 9

GAMEPLAY

INTERACTION 8
BALANCE 10
DEPTH 10

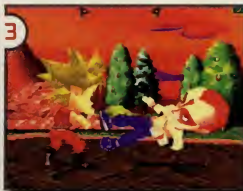
SPECIAL

EXTRAS 10
PRESENTATION 9
INNOVATION 9

RATING

8.7

1 This is the reaction you'll get when a new player interrupts the fight. 2 All the kids have a shorter reach than their adult counterparts. 3 Boy, this new reach system is hard getting used to! 4 Who the hell drew those ugly mug shots on the bottom?





**AFTER HEIHACHI WAS DEFEATED IN THE FIRST TEKKEN
TOURNAMENT, HIS RIVALS THREW HIM OFF A CLIFF.**

THEY SHOULD HAVE FOUND A STEEPER CLIFF.



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REVIEW
SATURN

セガ サターン



THREE DIRTY DWARVES

Can attitude and style breathe new life into the 2D side scroller?

The 2-D side scroller is one of those tried and true genres that just will not give up. It seems everybody's been included in one of these. Ninjas, soldiers, super heroes too numerous to mention, even The Simpsons have all had their shot at running to the right and attacking everything in their paths. Sega Soft's new entry on the 2-D roster is *Three Dirty Dwarves*, a typical side scroller with some not-so-typical twists.

First of all, the animated introduction is very cool. It sets the stage

for three medieval warriors, teleported to modern New York by way of a magical gateway. Unfortunately, a horde of Orcs and other assorted nasties has followed them through the gate, laying waste to our modern way of life. The cool, animated style (sort of like Sergio Aragone's old *Groo The Wanderer* comic) carries over into the game, providing a fresh take on traditional game characters. You control a team of three 'dwarves,' one at a time, each with his own, funky projectile. Since they crash-landed into a sporting goods shop upon arrival,

they've equipped themselves with stuff you'd find at one of those: bowling ball and pins, a shotgun (of course), and baseball bat and balls. This last one requires tricky timing, as you have to first throw the ball up and then swing the bat. If you can pull it off in sticky situations, it looks cool.

The faux 3-D aspects of the game also set *Three Dirty Dwarves* apart from its 2-D brethren. There's a surprising depth of field that adds to the gameplay, as well as giving you more freedom of movement. It shows off the solid control by allowing you to maneuver your bowling ball once it's been released. The boss levels are also worth noting, because, like *Yoshi's Island*, they feature that fake 3D so popular these days with 2D games. This adds an element of change that keeps you interested in the game.

The game's only drawback is that it's too darn hard. Many gamers may become frustrated with the extreme level of difficulty and give up. Other than this, *Three Dirty Dwarves* is a fun addition to the action genre.

ADAM DOUGLAS



1 Each of your team has their own special projectile. The bowling ball is good for distance attacks.

2 The shotgun is great for sheer alley-sweeping power.

ALTERNATIVES

Johnny Bazookatone 7.3
Clockwork Knight 7.9
Skeleton Warriors 7.9
Earthworm Jim 2 8.1
Gunadian Heroes 8.6



THE LINE

AUDIO & VIDEO

GRAPHICS 7
MUSIC 8
SOUND EFFECTS 8

GAMEPLAY

INTERACTION 8
BALANCE 5
DEPTH 8

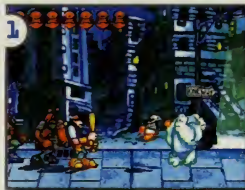
SPECIAL

EXTRAS 7
PRESENTATION 9
INNOVATION 4

RATING

7.1

1 The baseball bat looks the coolest, but takes some timing to get it down pat. 2 The boss levels show off the depth of field really well. 3 Control can be sluggish after a projectile attack. 4 These giant rats can be extremely frustrating.



Reach out and crush someone.

Coming soon.



EIDOS
INTERACTIVE



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プレイステーション



REVIEW
PLAYSTATION

SPOT GOES TO HOLLYWOOD

Does anyone like a soda game that's lukewarm and flat?



Developing a game around a corporate logo is somewhat of a strange idea; you can't help but get the feeling the game was created to further the economic needs of the corporation involved. *Spot Goes To Hollywood* is one such game. Taking its cues from action games of the past, *Spot* runs its star of the same name through all sorts of bizarre levels. Unfortunately, it's been done before, and better.

With an intro like a 7-Up commercial, Spot finds himself sucked into a movie theater film projector. He has to make his way through numerous movie-themed levels in order to get out of the projector. The levels themselves are uninspired, and all seem to be borrowed from other, more well-known platform games.

There's an extensive pirate ship world, as well as the obligatory mine cart level. The platform levels are balanced out by *Final Fight*-style ones, where enemies pour down on you from the right. *Spot's* only twist on these formulaic themes is its isometric perspective. This adds some freshness to the gaming experience, however, this is one of the few bright spots (no pun intended) in the game.

The control is set up just like its 16-bit predecessor. Diagonal motion is achieved by pressing left or right on the pad. This can be more than a little frustrating, especially when Spot refuses to negotiate actual right or left movements effectively. When maneuvering around spikes and jumping blowfish, the experience can



Negotiating difficult areas can be tough with Spot's unresponsive control.

become maddening.

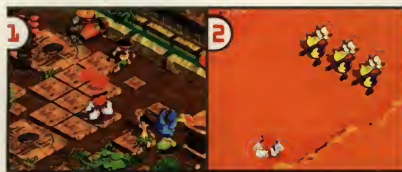
Speaking of jumping blowfish, the character design in *Spot* is quite humorous. Animated in a cartoon-like style, the look of the characters seems heavily influenced by Disney (check out those animals!) and old Warner Brothers cartoons (those natives should be chasing Bugs Bunny!). However, the cartoon style soon becomes tedious, especially when dealing with the bosses.

Spot Goes To Hollywood is, unfortunately, representative of the past. If you're in need of good PlayStation platform action, check out *Crash* or *Earthworm Jim 2*. Good games are, after all, not console-specific.

ADAM DOUGLAS

ALTERNATIVES

Bug 7.9
Crash Bandicoot 8.6
Earthworm Jim 2 9.2
Donkey Kong Country 9.4



1 These Brazilian natives look like they were plucked straight from a Warner Brothers cartoon.

2 The enemies in this level have horrible AI—they just run the same old patterns.

THE LINE

AUDIO & VIDEO

GRAPHICS 4
MUSIC 6
SOUND EFFECTS 4

GAMEPLAY

INTERACTION 4
BALANCE 4
DEPTH 3

SPECIAL

EXTRAS 4
PRESENTATION 3
INNOVATION 1

RATING

3.8

1 Hey, wasn't there a pirate level in *Donkey Kong Country*? 2 Here's the obligatory mine cart level. 3 The boss levels are graphically uninspiring. 4 I wonder how those blowfish can survive above water?



REVIEW

PC CD-ROM



コンピューターゲーム



REQUIREMENTS

- Windows 95 or MS-DOS 5.0 or higher
- 486/DX2/66 MHz CPU
- 2x CD-ROM drive
- 8MB RAM

Killed all your robots? Don't worry, we'll make more.

Somewhere in the future, groups of brightly-colored robots are drinking beer and fighting wars, with nary a human in sight. Welcome to Z, a fast-paced blast from Virgin Entertainment.

Z is a real-time strategy game, like *Command & Conquer* or *WarCraft II*, but with its own look and feel. Rather than having you gather resources and manage an economy in addition to your military, Z sticks to fighting and conquest. The more territories you control, the faster your factories crank out units, so it is

imperative to grab as much territory as you can, as fast as you can. The simple gameplay is a nice break from *C&C* and *WarCraft II*.

That's not to say that Z is easy — every mission gets progressively harder, and there are forty different levels in all, enough to challenge even the most diehard strategist. Still, a good player will get through the game much faster than they did through *C&C* or *WarCraft*, but the good news is that Virgin will be releasing add-on disks with more missions in the near future.

Your units are wise-cracking robots with attitudes; the two who appear in most of the cutscenes are beer-swilling, party-hardy types who sound a lot like Bill and Ted. Having robots fight the war makes the game a little less violent — after all, it's just robots getting killed, and it's very easy to build more. There is also a sense of light-hearted humor throughout the game. One example of this is when your robots are left to mill about without orders, they will sit down, drink beer or shoot at the rabbits and birds on the screen. And

when they are getting attacked, they scream at you incessantly: 'Help! Help! Do something!' But be warned, they use some strong language at times.

Z really comes to life as a multi-player game, where up to four players compete simultaneously on the same battlefield. Throwing in more than two players changes the dynamics of the game considerably, adding an extra dimension that makes the game even more memorable. In a two-player game, whether against the computer or another opponent, it becomes pretty clear after a while who's going to win a scenario, and the



1 Nicely-rendered cutscenes give the game an attitude.

2 The cigar-chomping Commander Zed talks up a blue streak.

rest is just a formality, but with three or four players going back and forth, the game becomes a massive struggle for territory, and players who were down and out can come back and surprisingly take the win.

• JASON BATES

ALTERNATIVES

Warcraft 9.6
Command & Conquer 9.1



THE LINE

AUDIO & VIDEO

GRAPHICS 8
MUSIC 8
SOUND EFFECTS 9

GAMEPLAY

INTERACTION 8
BALANCE 8
DEPTH 6

SPECIAL

EXTRAS 5
PRESENTATION 9
INNOVATION 7

RATING

7.6

1 Tanks are blown sky-high in brutal combat, but don't worry — they're just robots, right? 2 These robots certainly have a light-hearted view of war.

3 Forty different levels offer increasing challenges. 4 Man, these buildings blow up really good!

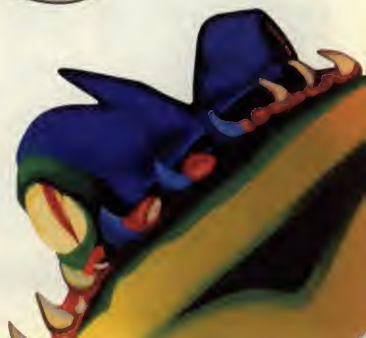


PREPARE TO FLY.

(and soar and spin and climb and dive and look way, way down on everything else)

NightsTM into dreams ...

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*Never, ever, ever, have you experienced anything like this.
Never, ever, ever, have you been able to fly, fluid and free, in real-time 3D.*

NOT UNTIL NIGHTS.

THE MOST REVOLUTIONARY NEXT-GENERATION GAME EVER. THE FIRST TRUE SHOWCASE OF SEGA SATURN'S STUNNING CAPABILITIES. THE TECHNOLOGICAL TOUR DE FORCE THAT HAS EVERYONE IN THE GAMING WORLD ABSOLUTELY SPUN.

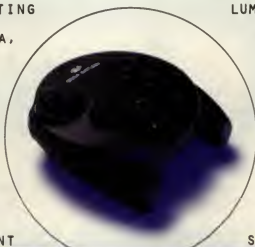
THE STORY ONE OF THE MOST IMMERSIVE, MYSTICAL GAMING EXPERIENCES EVER, NIGHTS ESTABLISHES AN ENTIRELY NEW GAMEPLAY PARADIGM. THINK OF IT AS PSYCHODRAMA, AN EXPRESS ESCALATOR INTO THE SCHIZOPHRENIC, MIND-BENDING VIRTUAL WORLD OF YOUR DREAMS. RICOCCHETING BETWEEN LIGHTER-THAN-AIR REVERIES AND DARK, MACABRE NIGHTMARES, NIGHTS BRINGS YOU FACE TO FACE WITH BOTH YOUR GUIDING SPIRITS AND YOUR INNERMOST DEMONS.

THE WORLD

CREATED BY THE RENOWNED SONIC TEAM, NIGHTS IS A FULL-ON 3D MASTERPIECE. A WORLD WITH SOME OF THE MOST VIBRANT, INSPIRED, ORIGINAL GRAPHICS EVER CONCEIVED BY FEVERED IMAGINATIONS. A WORLD WITH DEEP, LUSH, DREAMSCAPE REALITIES, ITS OWN MICRO-CLIMATES, EVEN ITS OWN NATURAL ORDER. IMAGINE. SMOKE, FOG, CLOUDS, RAIN, AND WATER THAT APPEAR IN MULTIPLE LEVELS OF TRANSPARENCY. WATERFALLS, CURRENTS, WIND, AND, YES, A TORNADO THAT ALL FOLLOW THE LAWS OF FLUID PHYSICS. INDEPENDENT LIGHT SOURCES THAT PLAY ON BOTH ACTION AND BACKGROUNDS AT DIFFERENT, SHIFTING LUMINOSITIES. ALL BACKED BY A RAGING SOUNDTRACK THAT BLENDS JAZZ, ORCHESTRA, ROCK, WORLD MUSIC, AND EFFECTS.

THE GAMEPLAY

NIGHTS SCREAMS ALONG AT BANSHEE ITS ADAPTIVE SPEED MANAGEMENT GAMEPLAY AND BREAKTHROUGH TO REPLICATE THE TRUE SENSATIONS OF FLIGHT. SEQUENCES. ITS OVER TWENTY TRACKING IN REAL TIME. AND ITS OMNIPRESENT



SPEED. DESPITE MASSIVE 3D DEMANDS, SYSTEM SUPPORTS BOTH BREAKNECK ENVIRONMENTS. WITNESS ITS ABILITY ITS LIGHTNING MULTIPLE MORPH CAMERA ANGLES THAT SCROLL-SHIFT SYMPHONY OF 3D POSITIONAL SOUND.

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ENGINEERED SPECIFICALLY TO INTENSIFY THE NIGHTS EXPERIENCE, SEGA SATURN'S 3D CONTROL PAD ESTABLISHES A NEW BENCHMARK IN SMOOTH AND DYNAMIC OPERATION. IN ANALOG MODE, ITS PULSE-SENSITIVE THUMBPAD ENABLES UNPRECEDENTED MANEUVERABILITY AT BREATHTAKING SPEEDS. SWITCHING TO DIGITAL MODE ALLOWS COMPATIBILITY WITH ALMOST ALL OTHER SEGA SATURN GAMES. (PLEASE CALL 1-800-USA-SEGA FOR ANY COMPATIBILITY QUESTIONS.)

The Benediction

There's more, of course. But the rest is up to you. So kick off your walking shoes. Say your prayers. And fly. No way you'll sleep. But you'll have wicked good dreams.

Nights
into dreams...

ONLY ON



SEGA SATURN



The best sports videogame coverage anywhere,
from gamers who can actually play real sports

SPORTSLINE

Welcome to Sportsline part Deux, where you won't find Dennis Rodman in a wedding dress, bought editorial, mascots with an attitude, or a player to be named later. What you will find is eight pages of pure sporting glory, Dennis Rodman in a Bulls uniform, in-depth reviews on the hottest sports games, the word 'gar-

gantuan', and unbiased opinions on just about everything.

The software that landed ever so gently on my eager, yet unsuspecting, lap has made life too good. Finished second-generation football games like Madden '97, QBC '97, and NCAA Gamebreaker (Gameday 1.5) go head to head in the reviews section, while first news on 32-bit hoop sequels like NBA In The Zone 2 and NBA Live '97 fill out the previews. The long awaited World Series Baseball II is put to the test, along

with 3D Baseball, Triple Play (PC), and NHL '97. With all these quality titles coming to market, it's more important than ever to find out which one you'll enjoy the most, so once again, don't just make your judgments on the scores alone. Read the text to find out which game is best for you, then buy the darn thing, start playing it and let me know what you think.

— Mike Salmon

Mike_Salmon@qm.imagine-inc.com

Round two in the 32-bit basketball race has just begun



HOOP IT UP!

Two of the biggest hoops titles of last year are nearing completion on their respective sequels, although both are heading in different directions. Konami's *NBA In The Zone 2* is adding all the simulation elements it was missing last year, while EA's *NBA Live* is focusing on the polygon players it once fought against. Judging from the amount of improve-

ment from first to second generation football games (see reviews this issue), it is safe to

assume that this year's b-ball games are going to be a vast improvement. So take your

seat on the bench and get ready for some hot sports game action!

FOOTBALL RANKINGS

The only major football game not in for review is *NFL Gameday '97*, so I've included *Gamebreaker* in the chart so you can see if waiting around is worth it. Remember that *Gameday* could be even better and that comparing college and pro football games isn't entirely fair. The numbers are the rankings in each category, 1 is best and 3 is worst. Use this chart to decide which game best suits your needs.

RANKING	QBC '97	MADDEN '97	GAMEBREAKER
1-player	1	3	2
2-player	3	1	2
Passing	2	1	3
Running	1	3	2
Defense	2	1	3
AI	2	3	1
Season	2	3	1
Tackling	1	2	3
Playbook	3	1	2
Extras	3	1	2

PREVIEW
PLAYSTATION

プレイステーション



NBA LIVE '97

EA drafts polygon players to keep the best b-ball game title



Hey, last year's champion of the hardwood floor isn't resting on its laurels. Instead, EA is changing to polygon players for the '97 edition of *NBA Live*. The superior gameplay of *NBA Live '96* was marred by graphics that weren't up to industry standards. Now, with '97, EA is trying to update the looks while maintaining the same compelling gameplay.

The early polygon models in the alpha version I've been playing are equal to the industry standards, but still could use some cleaning up. The default camera angle is the traditional 3/4 live view, but it's so far from the action that you can't really tell if the players are polygons or sprites. The advantage to polygons

comes with the ultra-smooth motion-capture that wouldn't be possible with sprites. EA had Mitch Richmond and Tyus Edney of the Sacramento Kings come in for a motion-capture session and, according to the guys at EA, Mitch was putting on a show. Not only

was Mitch jamming, he was also giving the producers of the game tips on how to make the series better. He wants reverse lay-ups, fade-aways, and leaners (you tell 'em, Mitch), and although none of these are implemented in the early version, EA said they are trying to incorporate all of them. You see, Mitch is a gamer. He's been playing *NBA Live* since '95 and he knows what gamers want.

The on-screen graphics and announcers are going to be done by TNT. The familiar voice of Ernie Johnson Jr. will lend commentary and the TNT logo is plastered all over the game. The idea is to make '97 as much like an NBA game as possible, and adding the number-one source for NBA TV coverage isn't a bad start. Player's license, stats, season mode, playoffs, trades, and on-the-fly play calling are all here as expected. The popular create-a-player feature has returned (perhaps a 6'6" guard from North Carolina would fill out the Bulls roster nicely), and this time, when you create a player, his name appears on the back of the jersey. So if you ever wanted to see yourself in an NBA game, this is a great opportunity. I'll have more on this title next month, after I kick Chris Slater's ass over and over again.

Editor's note: Speaking for myself, I'd like to point out that Mike Salmon has seldom, if ever, beaten me in any kind of basketball videogame and if there's going to be any ass-kicking done around here, I won't be the one standing up for a week! — Chris

- 1 TNT brings more NBA games into my life than any other channel, and now they're in video games, too.
- 2 Create a player, then watch his name show up on the back of his jersey.
- 3 Much like last year, the rim and net are done exceptionally well.



IN MOTION



1 The motion capture is nice. Check out Shawn Kemp bending his knees in preparation for flight... 2 ...then soaring over defenders... 3 ...pounding the rim... 4 ...and swinging down for a landing. Take that!

PREVIEW PLAYSTATION



プレイステーション

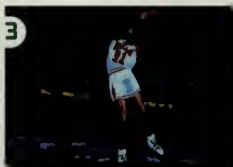
NBA IN THE ZONE

The first basketball title out last year, *NBA In The Zone* realized the graphic potential of the PlayStation, but the long-term play couldn't match up to the competitors. With *In The Zone 2*, Konami is adding all of the features and options that weren't present in the original. You'll see a full season mode, 12 man teams, substitutions,

trades, stats, and more simulation options. Konami even made a Joe Namath-type promise by boldly stating, 'in short, this will be the best playing, best looking simulation of basketball ever made for the PlayStation!'. We know they can talk the talk, but until I receive a playable alpha, we won't know if they can walk the walk.

With the graphics looking even better and the concentration on simulation and play, *In The Zone 2* is set to slam dunk last year's effort. I'll let you know more on this game ASAP.

Look it's defense, something *In The Zone* had very little of last year. Perhaps the sequel has turned up the D.



1 Pip with a typical one-hand jam! He's even got the sweat band on the correct arm. 2 You can tell by the face that the polygon figure in the Rockets garb is Clyde Drexler and if not you can reference by the number on his shorts. 3 Rodman getting up in a Bulls uni as promised. 4 Here's Rodman with a Jordanesque-type dunk.

PREVIEW PC-CDROM



コンピューターゲーム

NHL '97

Departing from the classic NHL view in *NHL '96*, for the PC, worked with mixed results. Most players found it to be visually stunning, but lacking in tight gameplay. With *NHL '97*, EA is going all out to make possibly the most revolutionary hockey game since the first NHL. The players are the sharpest polygon models on the market, with unbelievably accurate

uniforms. Each player also has their real face texture-mapped on for a look that almost defies reality.

The gameplay is going to stick to the traditional high speed game, with one-timers and slap shots accounting for most of the scoring. The motion-capture allows for some amazing realism, like players taking the puck down the ice with one hand on their stick, while leaning into a



1 EA's typical quality from start to finish ensures *NHL '97* will make it's mark on the PC. 2 Numbers on the back of the jersey really add to the realism, as do injuries.

defender. Unfortunately, the PlayStation isn't going to look near as nice because of system limitations, but PC owners are in for a real treat.

NHL '97 is going to require a high-end PC to run, but from what I've seen, it's definitely worth the upgrade.

1 Vicious checks are a staple of the *NHL* series and they look even better in 3D.

2 The logos, the helmets, the pads, and even the faces look amazing.

3 The goalie's animations are smooth and each mask is an exact replica of that particular goalie's mask.



REVIEW

PLAYSTATION



プレイステーション

MADDEN '97

The champ comes back after a season on the injured reserve list



1 The usual moves have returned, including the popular spin.
2 Break towards the end zone and do some taunting on your way in.

each count. The graphics are crystal clear, with smooth animation and detailed uniforms for each NFL team. The stats are exhaustive and presented in an easy to use and classy manner. The plays are the usual Madden fare, with a few updates, while the list of options just keeps growing. As for the gameplay, the two-player game is better than ever. Tight control, top speed, and great arcade-style gameplay are sure to make Sunday mornings before football that much more enjoyable. I could play the two-player game in Madden '97 everyday of the football season and never be bored.

What makes the two-player game so inspiring is the impeccable control and skill required. As quarterback, you have to spot an open receiver and decide whether a bullet or lob is best and then switch to the wide receiver, where you have to position and time yourself to make the catch. On the other side of the ball, you make a mad rush for the QB, then, as the pass is released, you switch over to a DB and try to break up the pass with a perfectly timed jump or hit. Get too rough and the flag flies for a little PI. Then (if you're like me), you spend the next half hour analyzing the replay and claiming that you were going for the ball. There aren't many bonding moments



better than a weekend Madden tournament with your buddies.

After too many hours playing against friends, colleagues, and anyone who dared challenge me, I started playing through the season in the one-player mode. At first, I was having a great time battling the Vikings through their tough early season schedule, and then it happened — I found 'The Play!' You know, the play that always works against the computer. In trying to be fair, I resisted using the play, but when I was down by four points and it was 4th and 23, I became weak. In my weakness, I used the automatic 35 yard gain. Every time a crunch sit-

uation came up, I had to use the play. Madden has always had plays like these, and it has always ruined the one-player game. That play alone dropped the score on Madden '97 considerably, because once you find that play, there is no challenge left. And when there's no challenge, there's no more reason to play through a season. Sure, when my friends come over, I'll pull out Madden '97 for a great two-player effort, but the one-player game no longer has any value.

So while everyone's favorite football game is on the comeback trail, it looks like the champ is still not completely healed.



1 The incredible stat-engine makes you want to play through a season, until you find 'The Play'. 2 The key to the running game is to find the open hole before it closes.
3 A perfectly-timed jump can save you on both offense and defense. 4 If you see a receiver that's open, you can zip the ball on a line or lob one deep. It's your choice.

THE LINE

AUDIO & VIDEO • GAMEPLAY

GRAPHICS	10	INTERACTION	10
MUSIC	7	BALANCE	7
SOUND EFFECTS	7	DEPTH	8

SPECIAL

EXTRAS	10
PRESENTATION	10
INNOVATION	7

RATING



REVIEW



コンピュータゲーム

PC CD-ROM

TRIPLE PLAY '97



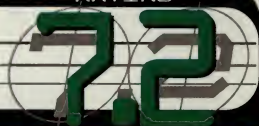
1 The home runs are fast and furious in *Triple Play '97*. 2 You have access to all the major league players and can edit or trade them. 3 The zooming camera views put you right into the action.

THE LINE

AUDIO & VIDEO GAMEPLAY SPECIAL

GRAPHICS	7	INTERACTION	8	EXTRAS	5
MUSIC	8	BALANCE	7	PRESENTATION	8
SOUND EFFECTS	7	DEPTH	5	INNOVATION	6

RATING



Quite simply, *Triple Play*, from Electronic Arts' vaunted EA Sports line, is the best arcade baseball game on the PC. The graphics are almost as good as the console version, and gameplay is excellent.

The pitching and hitting are easy to control, and there are plenty of options to work with.

Although there's not a lot here that's new in comparison to console titles, *Triple Play* is the first to put the action and graphics of arcade baseball into one package for the PC.

REVIEW



プレイステーション

PLAYSTATION

NCAA GAMEBREAKER

From the developers of *NFL Gameday* comes the first 32-bit college football game. *Gamebreaker* takes all that made *Gameday* such a success and mixes in all that makes college football such a unique experience.

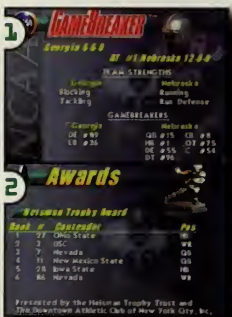
At first glance, *Gamebreaker* looks to be *Gameday* with college teams, but upon further inspection, you'll realize that *Gamebreaker* is faster, tighter, and smarter. The play has been speeded up considerably,

and there's even an option to adjust to a slower speed if you so desire.

A problem with *Gameday* was the constant interceptions. In *Gamebreaker*, that has been remedied, but unfortunately, the best way to play defense is still to hit the receiver as he catches the ball to jar it loose. The biggest advancement in *Gamebreaker* is with the computer AI. Each season game you play goes into the system's memory, so that the next computer team you play will

have a full scouting report on the plays you tend to call. However, this doesn't seem to matter much.

One of the best elements of *Gamebreaker* is the triple option. Other minor details, like the players uniforms getting muddy in the rain or knocking over the chain gang on a sweep add to the realism of the game. *Gamebreaker* is the best college football game on the market, and just a good football game in general.



1 The graphics are pretty much the same as *Gameday*, but they definitely have added a college feel. 2 Defense is played the same way as *Gameday* — nail the receiver as he catches the ball and jar it loose. 3 The option play is even better in the two-player game, when you can fake out a friend, then make the pitch.

THE LINE

AUDIO & VIDEO GAMEPLAY SPECIAL

GRAPHICS	7	INTERACTION	7	EXTRAS	8
MUSIC	7	BALANCE	8	PRESENTATION	7
SOUND EFFECTS	8	DEPTH	10	INNOVATION	8

RATING



1 The big teams each have a gamebreaker who tends to make the spectacular plays, much like in real life.

2 Winning a Heisman with your halfback is a great reward and really adds to the replay value.

TEN THINGS TO REMEMBER WHEN YOU'RE GOING TO PLAY IN THE NATIONAL FOOTBALL LEAGUE.

1. If you dislocate something, put it back.
2. Kickers aren't football players. They're kickers.
3. If referees could see everything, instant replay wouldn't be an issue.
4. Don't let your center eat chili at pre-game meals.
5. If you get injured for a game, dress posh for the sidelines.
6. The only thing that can move an offensive lineman is a defensive lineman.
7. Ahead by one, go for two. Ahead by two, go for one.
8. End zone break-dance moves always make the highlights.
9. AstroTurf is excellent for miniature golf courses.
10. Ronnie Lott retired.

Incredibly authentic. Sega Sports NFL '97.*



Coming this season. Only on Sega Saturn.™



1 to 2 player game unless
used with 8-player adapter



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REVIEW
PLAYSTATION

プレイステーション

QUARTERBACK
CLUB '97*QBC '97 finds the right combination for victory*

The history of *QBC* isn't exactly a great story. The game has always been a distant third in nearly every category, but this year is definitely different. The makers of the game at Iguna have really put their hearts into turning around the *QBC* series and making it the best football game on the market. Even they admit that *QBC '97* isn't going to do that, but they have already started work on *QBC '98* in an attempt to make that the ultimate football experience. Personally, I think they've underestimated the quality of *QBC '97*. The game is rock solid and has more innovations than any football game since the original *Madden*.

Clearly, the graphics don't compare favorably with *Madden '97*

or *Gameday*, but they are a huge improvement from last year. The problem is that the players are real pixelated in the Saturn and PlayStation versions, but at least the PlayStation version has brighter colors. The developers also spent almost no time on the presentation of the game, which is something *Madden '97* has perfected. The last and most crucial problem with *QBC '97* is the slow gameplay. When compared to *Madden '97*, it looks like the players are running underwater. To me, the slow play is the only thing that's keeping *QBC '97* from being at the top of any football wish list.

Even though the slowed play doesn't allow *QBC '97* to be the best football game of the year, it is without a doubt the most important game



of the year. The advances made in tackling are astonishing and should be in every football game made. The players don't just run into each other and then lie on the ground. Instead, the players actually wrap their arms around the ball carrier and drag him to the ground. And what's even more amazing is that it's not the same animation each time. It depends on what part of the body the tackle is

1 Juking to get extra yards is the kind of gameplay feature football games have been missing for way too long. 2 Go under the tackle and on for the first down. 3 Chris Carter lays out flat to make the catch.

made on and the momentum of the players. For example, if a player dives from behind to make a tackle, the momentum of the hit will drive the ball carrier forward. To appreciate *QBC '97* to its fullest, you have to use the instant replay to watch as a linebacker hits a running back, picks him off the ground and then drives a shoulder into his chest. Some other innovations are the juke left and right buttons that allow you to fake out tacklers, just like Emmitt Smith does, and the ability to dive over the goal line for the touchdown.

Throw in the ability to play as any player on the team, numbers on the jersey, and some impressive AI and you have what I believe is the best one-player football game available. However, until the developers can speed up play and clean up the graphics, *QBC '97* isn't the compelling two-player experience that *Madden '97* is. Being the huge football fan that I am, I would want a copy of both *QBC '97* and *Madden '97*, but if you have to choose one or the other, pick according to what kind of football game you want.



1 There's about ten guys on the Vikings defence that could take a lesson on tackling from this game. 2 Send Barry Sanders over the top for the TD. 3 Smooth motion-capture really gets the QB's throw down.

THE LINE

• AUDIO & VIDEO • GAMEPLAY

GRAPHICS	8	INTERACTION	7
MUSIC	8	BALANCE	8
SOUND EFFECTS	8	DEPTH	7

• SPECIAL

EXTRAS	8
PRESENTATION	7
INNOVATION	10

RATING



REVIEW
SATURN

セカ サターン



3D BASEBALL

Crystal Dynamics second and last sports title may not be the best baseball game on the market, but *3D Baseball* does

contribute significantly to the genre. For the first time in a baseball game, the polygon players look real (with the exception of the skinny forearms)

and the motion-capture really lends credibility to the idea of a polygonal baseball game. Seeing Jose Canseco step to the plate with his real stance

is something we're going to start seeing in every baseball game. Other great animations, like catching the ball and sweeping down for a tag, are the best I've seen.

Unfortunately, beyond the technological advancements, *3D Baseball* is just an average game. The four phony stadiums are solid, but the play is a little slow and the simulation value can't compare with games like *Triple Play '97*. However, *3D Baseball*'s crisp polygonal players do point towards the next rev of baseball games. But for now, *3D Baseball* is just a tease.



1 The sweet motion-capture really shines on close plays. 2 When Jose Canseco steps up to the plate, you'd swear it was him underneath that polygon suit. 3 The control for fielding is a little stiff, but the big outfields give you a great feeling of depth.

THE LINE

● AUDIO & VIDEO

GRAPHICS	7
MUSIC	8
SOUND EFFECTS	8

● GAMEPLAY

INTERACTION	8
BALANCE	7
DEPTH	7

● SPECIAL

EXTRAS	7
PRESENTATION	7
INNOVATION	9

RATING

7.8

REVIEW
GENESIS

セカ ジェネシス



NHL '97

The most successful and best-playing hockey series continues to roll on with the '97 incarnation on the Genesis.

The graphics and engine are almost identical to last year's game, but some of the bugs of '96 have been terminated. Some of the notable dif-

ferences from '96 are the signature moves, the updated players, and the improved AI. Now, each team has one player who has a signature deke or shot, instead of the standard spin-O-rama. Not a significant change, but it does add to the two-player game. The improved AI defends tougher against the automatic one-timers

from last year, but after a couple weeks, you'll find a new way to score at will, as always.

If you know the *NHL* series (and most of you do), then you know exactly what to expect from *NHL '97* — a classic game with addictive gameplay and everything else hockey fans want.



1 There still aren't many things in life better than upending a player at the blue line. 2 The graphics are the same as last year, but some mild gameplay improvements still make it a great experience. 3 Don't fear; the tougher AI still can't stop the perfectly executed one-timer. 4 Even the wrap-around isn't as easy as in years past.

THE LINE

● AUDIO & VIDEO

GRAPHICS	8
MUSIC	7
SOUND EFFECTS	8

● GAMEPLAY

INTERACTION	10
BALANCE	9
DEPTH	10

● SPECIAL

EXTRAS	9
PRESENTATION	8
INNOVATION	2

RATING

8.7



SOCCER SO AUTHENTIC WE SHOULD PROBABLY CALL IT FOOTBALL.



The most realistic graphics and gameplay of any sports game ever.

Sega Worldwide Soccer '97.

Forty-eight national teams from around the globe.

Cup tournaments, shoot-outs, and exhibition matches.

Create-a-player and weather options.

Headers, back-heel passes, banana and bicycle kicks.

Killer slide tackles, and plenty of refs to yellow card ya.



SEGA SATURN™



1 to 2 player game unless
noted with 6-player adaptor



REVIEW

SATURN



セガ サターン



WORLD SERIES

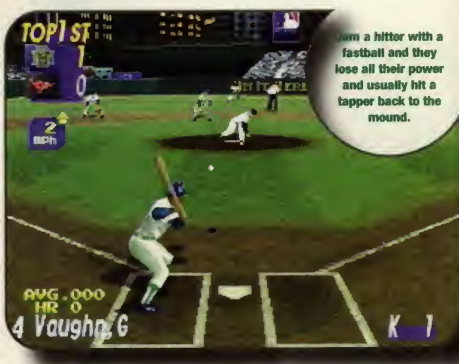
BASEBALL II

The best baseball game of the year, and by far!

The Saturn may not be getting the full support of EA like the Genesis did, but the few products that Sega Sports has put out have been exceptional. Last year's *World Series Baseball* was the best baseball game of the year, and *WSB II* is even better.

Almost all of the flaws in last year's effort have been fixed and the lightning-quick gameplay has been kept intact. *WSB II* features every major league stadium (up from four last year), and each of them is done to perfection. Even the buildings in the skyline have been perfectly recreated. The amazing detail makes each new park you play in a new experience. And much like a major league team on the road, there are

certain stadiums (Camden Yards, Fenway, Yankee Stadium) that are just a joy to play at. Another corrected problem is the rate at which pitchers tire. In last year's game, your starter was out of gas by the fourth inning. This year, it's much more realistic — it's even possible to get complete games. The arcade-style pitching is back, but it has been toned down considerably. You can no longer move a pitch in two directions and the amount of curve isn't nearly as unrealistic. It's still a bit too much like an arcade game for my liking, but the speed and ease really make up for it. The only major error that didn't get completely corrected is the inability to get a double or triple. Even a ball in the gap doesn't guar-

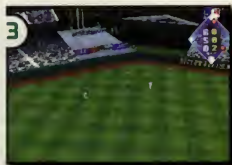


antee a double, which is slightly better, but not good enough.

The fast play is another big key to *WSB II*. Baseball is a slow-moving game in reality, but who wants to spend three-hours playing a videogame version of baseball? The two-player game is incredible and, while the one-player game may lack

some sim options, the speed of play allows you to get through a season without becoming bored. And in playing through that season you won't find many baseball games with better AI, the pitching is tough and the managing is realistic. Another nice addition to the season mode is a report on each player that tells you whether he's hot, cold, or just not thinking. Playing the right players at the right time is the key to managing in real baseball and in *WSB II* as well.

Quite simply, there is no baseball game that looks, plays, or feels as good as *WSB II*. The graphics are so crisp and clean that it makes the competitors look like 16-bit games.



1 When the graphics are this nice, there ain't many things prettier. 2 Camden Yards and all the stadiums look incredible! Notice how some of the office lights are on and some are off — simply amazing. 3 Unfortunately, getting doubles still isn't easy or realistic. 4 When sprites look this good it's hard to argue that polygons are the future.

THE LINE

AUDIO & VIDEO

GRAPHICS	10
MUSIC	9
SOUND EFFECTS	10

GAMEPLAY

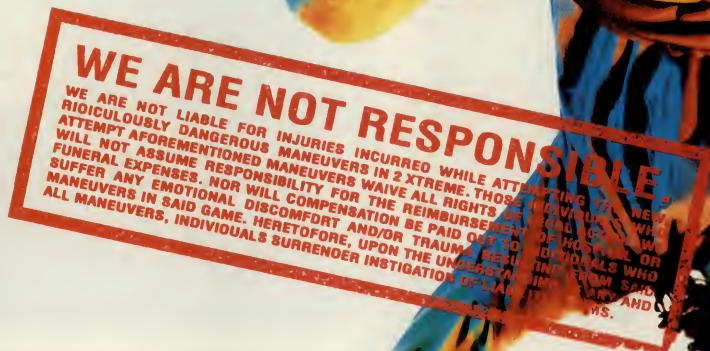
INTERACTION	10
BALANCE	8
DEPTH	9

SPECIAL

EXTRAS	8
PRESENTATION	10
INNOVATION	7

RATING

9.2



If you're still reading this, you're just the kind of thrill-seeking lunatic we're looking for. Because that's what it takes to play 2 Xtreme. The most insanely extreme game we could possibly throw your way. Whether you choose *in-line skating in Las Vegas*, *mountain biking in Africa*, *snowboarding in Japan* or *skateboarding in L.A.*, your threshold for pain will be pushed to the point of unconsciousness as you punch and kick your way to the finish line. It has 12 tracks and a bunch of new maneuvers like 360s, ollie-airs, carves, backside rail grabs, Japans and more. You can grab Power Ups along the way, which help you to

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really pump up your point totals. You can play alone or against another person, with an all-new point system which allows you to compete in a season and earn points based on finish, maneuvers and how many opponents you knock down along the way. You just have to ask yourself one question. How crazy are you?



PlayStation™



RATED

Hey, we realize that even though we have to show up for each and every issue, some of you out there don't feel the same way. We know that some

months are tough, and that you don't always have the extra cash to shell out for the latest issue of **ULTRA GP**. Don't fret! These pages fill you in on all of the games you missed. Just don't worry about us, slaving away each and every month. It's OK.

When a game is *really* good, we give it our **ULTRA Award**. We don't hand these things out to just any game — it's got to get past the most grueling review system in the biz and



still come through with at least a 9.0 rating. That ain't easy! Recent ULTRA Award winners are shown below in a special **red bar** with black text. Don't miss out on these games!!!

Alien Trilogy PS · ACCLAIM ISS NO. 81	RATING 9.1
Alone in the Dark SAT · TMO ISS NO. 84	RATING 7.9
Arcade Classics GB · SEGA ISS NO. 84	RATING 3.2
Baku Baku SAT · SEGA ISS NO. 97	RATING 8.5
Bass Master Classic Pro Edition SNES · TMO ISS NO. 86	RATING 8.0
Battle Arena Toshinden 2 PS · PLAYMATES ISS NO. 95	RATING 8.3
Battle Arena Toshinden Remix SAT · SEGA ISS NO. 95	RATING 8.1
Beyond The Beyond PS · SONY CE ISS NO. 89	RATING 6.8

**SPOTLIGHT ON:
CRASH BANDICOOT**

Crash may have fallen just short of 'legendary' status, but for Sony's first real mascot effort, the game is absolutely incredible! With such a great first attempt, we can't wait to see how *Crash 2* turns out!

Bogey Dead 6 PS · SONY ISS NO. 97	RATING 7.2
Bugs Bunny: Double Trouble GB · SEGA ISS NO. 87	RATING 3.0
Bust-A-Move 2 PS · ACCLAIM ISS NO. 97	RATING 8.6
Congo SAT · SEGA ISS NO. 95	RATING 5.9
Cosmic Race PS · PROSEK ISS NO. 88	RATING 0.0
Crash Bandicoot PS · UNIVERSAL INTERACTIVE ISS NO. 97	RATING 8.8

ビデオ ゲーム おさらい

Creature Shock PS · DATABASE ISS NO. 84	RATING 2.8
Cyberdillo 3DO · PARASOFT ISS NO. 84	RATING 6.3
Decathlete SAT · SEGA ISS NO. 89	RATING 8.4
Die Hard Trilogy PS · BOX INTERACTIVE ISS NO. 89	RATING 8.5
Earthworm Jim SAT · PLAYMATES ISS NO. 84	RATING 8.1
Fade to Black PS · ELECTRONIC ARTS ISS NO. 94	RATING 7.5
Fire Fight PC · ELECTRONIC ARTS ISS NO. 89	RATING 7.6
F-1 Challenge SAT · VISION ISS NO. 84	RATING 8.7
Golden Axe: The Duel SAT · SEGA ISS NO. 87	RATING 6.3
Guardian Heroes SAT · SEGA ISS NO. 94	RATING 8.6
Gun Griffon SAT · SEGA ISS NO. 87	RATING 8.2
Horned Owl PS · SONY CE ISS NO. 89	RATING 6.4
Iron Storm SAT · WORKSON CHIEFS ISS NO. 84	RATING 9.5
Jumping Flash! 2 PS · SONY ISS NO. 84	RATING 9.2
Legend of Oasis SAT · SEGA ISS NO. 98	RATING 8.4
Lufia II: Rise of the Sinistrals SNES · DATSUN ISS NO. 85	RATING 8.5
Magic Carpet PS · ELECTRONIC ARTS ISS NO. 84	RATING 8.4

ビデオ ゲーム おさらい

THIS MONTH'S TOP PICKS

- | | | | |
|---|-------------------------------|-----|-------------|
| 1 | Wipeout XL | PS | Rating: 9.5 |
| 2 | Tobal No. 1 | PS | Rating: 9.0 |
| 3 | Virtua Fighter Kids | SAT | Rating: 8.7 |
| 4 | Andretti Racing | PS | Rating: 8.5 |
| 5 | Street Fighter Alpha 2 | SAT | Rating: 8.1 |



Mohawk and Headphone Jack

SMS • BLACK PEARL SOFTWARE

ISS NO. 85

RATING 7.1

Need for Speed

PS • ELECTRONIC ARTS

ISS NO. 84

RATING 8.4

Nights

SAT • SEGA

ISS NO. 83

RATING 9.3

Night Warriors

SAT • CAPCOM

ISS NO. 84

RATING 8.2

Olympic Soccer

PS • U.S. GOLD

ISS NO. 84

RATING 8.3

Olympic Summer Games

SMS • BLACK PEARL

ISS NO. 84

RATING 5.7

Panzer Dragoon II Zwei

SAT • SEGA

ISS NO. 84

RATING 9.0

Philosoma

PS • SONY

ISS NO. 82

RATING 6.5

Pilotwings 64

N64 • NINTENDO

ISS NO. 83

RATING 9.0

Quake

PC • ID SOFTWARE

ISS NO. 82

RATING 8.6

Raven Project

PS • MINDSCAPE

ISS NO. 85

RATING 5.2

Return Fire

PS • TIME WARNER INTERACTIVE

ISS NO. 81

RATING 8.3

Ridge Racer Revolution

PS • NAMCO

ISS NO. 89

RATING 8.1

Rise 2 Resurrection

PS • ACCLAIM ENTERTAINMENT

ISS NO. 85

RATING 3.7

Road Rash

SAT • ELECTRONIC ARTS

ISS NO. 88

RATING 6.3

Robo Pit

PS • THQ

ISS NO. 84

RATING 7.6

Romance of the Three Kingdoms

PS • KOEI

ISS NO. 85

RATING 8.2

Shellshock

PS • U.S. GOLD

ISS NO. 85

RATING 7.8

Shining Wisdom

SAT • SOFTWARE

ISS NO. 84

RATING 7.3

Silverload

PS • VIC TOKAI

ISS NO. 83

RATING 8.3

Skeleton Wars

SAT • PLAYMATES

ISS NO. 83

RATING 7.9

Super Mario RPG

SMS • NINTENDO

ISS NO. 81

RATING 9.1

Super Mario 64

SMS • NINTENDO

ISS NO. 89

RATING 10

TEKKEN 2

PS • NAMCO

ISS NO. 86

RATING 9.1

Time Killers

EURODIS • THQ

ISS NO. 84

RATING 1.9



SPOTLIGHT ON: RIDGE RACER REV.

Sure, this sequel doesn't offer much more than what you got with the original version, but 'Ridge Racer' is still loads of fun! Namco did add some new cars to the mix, and the control is a little better, so make sure you check it out!

Ultimate Mortal Kombat 3

SAT • WILLAMIS

ISS NO. 85

RATING 7.3

Williams Arcade's Greatest Hits

PS • WILLIAMS

ISS NO. 85

RATING 7.1

Wipeout

SAT • PNYSTONE

ISS NO. 84

RATING 9.1

Witchaven II

PC • CAPSTONE

ISS NO. 89

RATING 5.3

Worms

SAT • ORCA

ISS NO. 81

RATING 9.4

X-PERTS

EEPESIS • SEGA

ISS NO. 83

RATING 2.4

ビデオ ゲーム おさらい

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you uncover some hidden secret of your own, drop us a line at the usual address (c/o All Access, or even better, e-mail Roger (you know, he's the Code Guy) at Roger_Burchill@qm.imagine-inc.com.

SHELLSHOCK

EIDOS INTERACTIVE • SATURN

Shocking Secret

1-2 In the hangar area, press Down, Up, Down, Up, Up, Up, Up, Up, Up, Down, A, A, A, A to access a secret menu that allows for Level Select, Invincibility, and All Weapons.



PILOTWINGS 64

NINTENDO • NINTENDO 64

Bullseye and Birdman

1-2 Cannonball Clues - While the following numbers are guaranteed to get you inside the bull's eye, you may need to make some minute adjustments to ensure a rating of 25 points on each shot. Another thing to remember is to recalibrate the cannon after every shot. While most of these shots are calibrated for full power, some of them require less. A little trial and error will get the best results.

Round One

Cannon	Vertical	Horizontal	Power
1	1-2°	W 50° N	Full
2	12°	S 70° W	Full
3	18°	W 30° N	Full
4	4°	S 87° W	Full

Round Two

Cannon	Vertical	Horizontal	Power
1	10°	S 65° W	Full
2	5°	S 12° W	1/2 (a little less)
3	29°	W 28° N	Full
4	18°	E 49° S	3/4

Round Three

Cannon	Vertical	Horizontal	Power
1	13°	E 23° S	Full
2	7°	S 85° W	1/4
3	52°	S 41° W	Full
4	45°	E 54° S	Full (a little less)



Instant Birdman Suit — Fly under the land bridge in the First Level and touch the star. You will then instantly be transformed into the Birdman!



NEED FOR SPEED

ELECTRONIC ARTS • PLAYSTATION

Machine Gun Code

1-2 Immediately after selecting the opponent car, push and Hold L1, Circle, Square, and Up/Left on the control pad until loading is complete. When the race begins, push Up on the D-Pad to shoot machine guns (instead of honking the horn) and clear your path of opponents. This code can be utilized in both the one and two-player modes.





VIRTUA FIGHTER KIDS

SEGA • SATURN



Kiddie Tricks

1 To play as Dural, highlight Akira at the character select screen and press Down, Up, Right, Left+A.

2 To play as Gold Dural, highlight Akira at the character select screen and press Down, Up, Left, Right+A.

3-4 Beat the game in Arcade Mode with the difficulty set on normal or hard to access an FMV of the character. After the first FMV is accessed, a movie room option will appear on the options menu screen. The FMV for a given character is available for reviewing in the movie room after the game has been beaten using that character.

5-6 To access the Wire Frame Mode, hold the Left Shift button while choosing a character and hold it until the game begins.

7-8 To access Fish Head Dural, do the Dural code at the character select screen. When the option for Normal and Kids Mode comes up, press and hold C until the match begins.



9-10 To select different Camera Angles in Watch Mode, press X to access random angles when a match begins. Then press any button (Left Shift, Right Shift, X, Y, Z, A, B, C) to switch between different camera angles during the match.



STREET FIGHTER ALPHA 2

CAPCOM • PLAYSTATION



Move List

Move Key:

WP, MP, HP

Weak Punch, Medium Punch, Hard Punch

WK, MK, HK

Weak Kick, Medium Kick, Hard Kick

Guy

Special Moves

Elbow Charge ○○○○+MP/HP

Cyclone Kick ○○○○+Kick (button determines height)

Bushido Leap ○○○○+Punch (button determines angle)

During Leap

Air Slam Punch (when RIGHT above them, cannot be done in the corner)

Elbow Drop Punch (before being right above them)

Bushido Stop ○○○○+WK, any kick to stop

Bushido Slide ○○○○+MK, any kick to slide

Jump Kick ○○○○+HK, any kick to jump kick

Overhead Elbow ○○○○+MP

Super Combos

Rising Strikes ○○○○, ○○○○+Punch(es)

Attack Rush SC ○○○○, ○○○○+Kick(s)

Rolento

Special Moves

Pipe Spin ○○○○+Punch (repeat motion twice, quickly)

Knife Throw ○○○○+Kick, Kick (button determines angle)

Rollaway Attack ○○○○+Punch, Punch (button determines distance)

Off The Wall ○○○○+Kick

Pipe Balance ○○○○+MK

Quick Jump ○○○○

Jump Back WP+MP+HP, then, Spin Attack Punch (button determines distance)

Super Combos

Grenade Assault ○○○○, ○○○○+Punch(es)

Tripwire ○○○○, ○○○○+Kick(s)

Sodom

Special Moves

Jitte Rush ○○○○+Punch (button determines style)

Power Bomb ○○○○○○○○○+Punch

Carpet Drag ○○○○○○○○○+Kick

Air Catch ○○○○+Kick

Super Combos

Super Jitte Rush ○○○○ ○○○○+Punch(es)

Powerbomb ○○○○○○○○○○, ○○○○○○○○○○+Punch(es)

Special Abilities

Sai Rush Recover Alpha Counter+Kick (while getting knocked down)

Striking Taunt Start (normal taunt, except it will hit an unblocking opponent)

continued on next page ○

We won't leave you hanging



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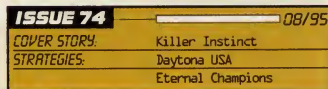
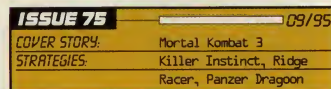
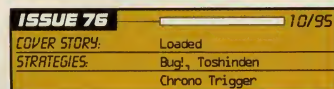
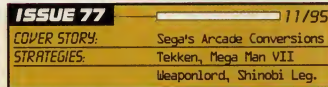
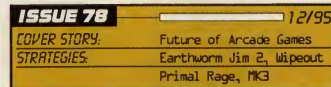
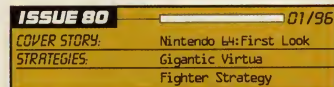
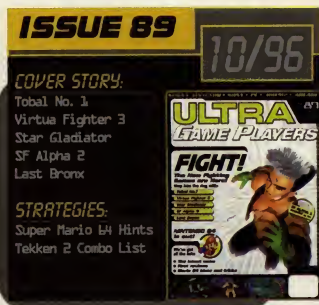
**GAME
PLAYERS**
SEGA • NINTENDO • SONY • 3DO/M2 • ARCADE

BACK ISSUES

Remember way back when we were just plain old *Game Players*? Well, you can relive those glory days by ordering our back issues. You wouldn't believe some of the crazy stuff we used to get away

with! Ahhh, youth. Anyway, if you're interested, just send us \$5.95 per issue (check or money order, US funds only, please) to *Game Players* Back Issues, 150 North Hill Drive, Brisbane, CA 94005. Just think about

the outrageous cash you'll be able to get for a complete collection of old-style *Game Players* magazines in only a short couple of years — you could retire and just play videogames all day!





STREET FIGHTER ALPHA 2 CONTINUED

Sakura

Special Moves

- Fireball ○○○○+Punch (button determines speed)
Large Fireball ○○○○+Punch (press button repeatedly up to four times)
Run Uppercut ○○○○+Punch (button determines height and hits)
Hurricane Kick ○○○○+Kick (button determines distance)
Overhead Kick ○+MK

Super Combos

- Super Fireball ○○○○, ○○○○+Punch(es)
Super Uppercuts ○○○○, ○○○○+Kick(s)
Rushing Kicks ○○○○, ○○○○+Kick(s)

Zangief

Special Moves

- Spinning Lariat WP+2+HP
Banishing Hand ○○○○+Punch
Spin, Piledriver ○○○○○○○○○○+Punch (button determines height)
Bear Hug Grab ○○○○○○○○○○+Kick (do from far away)
Double Slam ○○○○○○○○○○+Kick (do from up close)
Head Butt ○+HP

Super Combos

- Super Piledriver ○○○○○○○○○○, ○○○○○○○○○○+Punch(es)
Air Grab SC ○○○○, ○○○○+Kick(s)

continued on next page

ULTIMATE MORTAL KOMBAT 3

WILLIAMS ENTERTAINMENT • SATURN

Ultimate Tricks

1-2 To access FreePlay Mode, enter Up, Up, Right, Right, Left, Left, Down, Down; or Up, Up, Left, Left, Right, Right, Down, Down at the Purple Skeletons Title Screen. If done correctly, a voice will say "Excellent" and the Select Mode of Play screen will indicate "Freeplay".

3-4 To Play as Human Smoke, select Robot Smoke and then hold Left+HP+Block+HK+Run until the match begins. For player two, use the previous code, but substitute Right for Left.

5 Enter the following Kombat Codes at the Versus Screen in two-player mode. Use buttons A, Y, C on Controller One to enter the first half of the code and buttons A, Y, C on Controller Two to enter the second half of the code. The numbers in the Kombat Kode refer to how many times the respective buttons must be pushed.

VS Kombat Kodes

- 390-000 Player 1 Inflicts Half Damage
000-390 Player 2 Inflicts Half Damage
390-390 Both Players Inflict Half Damage
722-722 Combo System Enabled
321-789 Super Run Jumps
555-556 Special Moves Are Disabled
688-433 Quick Uppercuts
040-404 Real Kombat
024-689 Super Endurance
975-310 Regenerating Powerbars



6 To select characters randomly, hold Up and Press START at the Character Select Screen.



1-3 Three hidden characters can be accessed by entering the following codes at the Kombat Kodes screen that appears after a lost one-player match when that player chooses not to continue. To enter the code, hit the respective buttons (X, Y, Z, A, B, C) the number of times indicated in the code. There is a limited to enter codes, so just

enter one code and return two more times to reveal the other characters. Each time a code is entered successfully, a confirmation screen will appear and the character will be selectable at the character select screen.

- Mileena 7, 0, 0, 7, 2, 3
Classic Sub-Zero 7, 6, 0, 5, 2, 0
ERMAG 9, 6, 4, 2, 4, 0



Ken

Special Moves

- Fireball ○○○○+Punch (button determines speed)
Hurricane Kick ○○○○○+Kick (button determines distance)
Uppercut ○○○○+Punch (button determines height)
Overhead Kick ○○○○+MK
Fake Fall ○○○○+Start
Roll ○○○○+Punch (button determines distance)

Super Combos

- Shoryureppa ○○○○, ○○○○+Punch(es)
Shinkuiken ○○○○, ○○○○+Kick(s)

Rose

Special Moves

- Soul Spark ○○○○+Punch (button determines speed)
Soul Grab ○○○○+Punch (button determines height)
Shawl Attack ○○○○+Kick (button determines reach)
Energy Absorb ○○○○+WP
Deflect Horiz. ○○○○+MP
Deflect Diag. ○○○○+HP

Super Combos

- Soul Spark SC ○○○○, ○○○○+Punch(es)
Soul Grab SC ○○○○, ○○○○+Punch(es)
Mirror Images ○○○○, ○○○○+Kick(s)

Gen

Special Moves

- Crane Style
Change to Mantis All kicks (WK+MK+HK)
Lightning Press any punch repeatedly
Rising Kick ○○○○+Kick (button determines height)

Mantis Style

- Change to Crane All punches (WP+MP+HP)
Striking Tumble ○○○○+Punch (button determines distance)

Air Attack

- +Kick
Air Stomp navigate above them, then
○+HK
Wall Kick do nothing
Overhead attack MP
Low-hit attack HP

Super Combos

- Crane Style
Delayed Strikes ○○○○, ○○○○+Punch(es)
Multi-hit Doom ○○○○, ○○○○+Punch(es)

Mantis Style

- Flying Wall Kicks ○○○○, ○○○○+Kick(s) (in the air)
Air Grab ○○○○, ○○○○+Kick(s) (must catch in the air)

Charlie

Special Moves

- Sonic Boom ○○○○+Punch (button determines speed)
Flash Kick ○○○○+Kick (button determines height)
Hopping Kick ○+MK
Rushing Kick ○+HK

Super Combos

- Sonic Wave SC ○○○○+Punch(es)
Super Rush ○○○○+Kick(s)
Super Flash ○○○○+Kick(s)

Sagat

Special Moves

- High Tiger Shot ○○○○+Punch (button determines speed)
Low Tiger Shot ○○○○+Kick (button determines speed)
Tiger Knee ○○○○+Kick (button determines distance)

Super Combos

- Tiger Shot SC ○○○○, ○○○○+Punch(es)
Tiger Genocide ○○○○, ○○○○+Kick(s)
Tiger Raid ○○○○, ○○○○+Kick(s)

Charlie

Special Moves

- Sonic Boom ○○○○+Punch (button determines speed)
Flash Kick ○○○○+Kick (button determines height)
Hopping Kick ○+MK
Rushing Kick ○+HK

Super Combos

- Sonic Wave SC ○○○○+Punch(es)
Super Rush ○○○○+Kick(s)
Super Flash ○○○○+Kick(s)

Sagat

Special Moves

- High Tiger Shot ○○○○+Punch (button determines speed)
Low Tiger Shot ○○○○+Kick (button determines speed)
Tiger Knee ○○○○+Kick (button determines distance)

Super Combos

- Tiger Shot SC ○○○○, ○○○○+Punch(es)
Tiger Genocide ○○○○, ○○○○+Kick(s)
Tiger Raid ○○○○, ○○○○+Kick(s)

Evil Ryu

Special Moves

- Fireball ○○○○+Punch (button determines speed)
Hurricane Kick ○○○○○+Kick (button determines distance)
Uppercut ○○○○+Punch (button determines height)
Overhead Punch ○+MP
Hop Kick ○+MK
Forward Teleport ○○○○+All punches/all kicks (buttons determine distance)
Reverse Teleport ○○○○+All punches/all kicks (buttons determine distance)

Super Combos

- Super Fireball ○○○○, ○○○○+Punch(es)
Hurricane SC ○○○○, ○○○○+Kick(s)
Shoryureppa SC ○○○○, ○○○○+Kick(s)
Raging Demon WP, WP, WP+WK(hold), HP

Dan

Special Moves

- Weak Fireball ○○○○+Punch
Uppercut ○○○○+Punch (button determines height)
Gale Kick ○○○○○+Kick (button determines distance and hits)

Super Combos

- Real Fireball SC ○○○○, ○○○○+Punch(es)
Desperation SC ○○○○, ○○○○+Kick(s)
Super Uppercuts ○○○○, ○○○○+Kick(s)
Super Taunt ○○○○○, ○○○○○+Start (does no damage!)

M. Bison

Special Moves

- Psycho Ball ○○○○+Punch (button determines speed)
Scissor Kick ○○○○+Kick (button determines distance)
Demon Stomp ○○○○+Kick then Psycho Dive HP
Demon Fly ○○○○+Punch then Psycho Dive HP
Teleport ○○○○+All punches/kicks (button determines placement)

Super Combos

- Knee Nightmare ○○○○○+Kick(s)
Psycho Crusher ○○○○○+Punch(es)

Adon

Special Moves

- Jaguar Kick ○○○○+Kick (button determines distance and height)
Jaguar Knee ○○○○+Kick (button determines height)
Jaguar Tooth ○○○○○+Kick (button determines distance)
Overhead Elbow ○+MP

Super Combos

- Jaguar Kicks SC ○○○○, ○○○○+Kick(s)
Elbow Rush SC ○○○○○, ○○○○○+Punch(es)
continued on next page ○



Charlie

Special Moves

- Sonic Boom ○○○+Punch (button determines speed)
Flash Kick ○○○+Kick (button determines height)
Hopping Kick ○+MK
Rushing Kick ○+HK

Super Combos

- Sonic Wave SC ○○○○+Punch(es)
Super Rush ○○○○+Kick(s)
Super Flash ○○○○+Kick(s)

Birdie

Special Moves

- Headbutt Hold all punches for 2 seconds, release
Burn Headache ○○○+Punch
Chain Grab ○○○○○○○○○+Punch
Chain Slam ○○○○○○○○○+Kick

Super Combos

- Headbutt Rush ○○○○+Punch(es)
Super ChainGrab ○○○○+Punch(es) or Kick(s) (punch leaps shorter, Kick further)

Dhalism

Special Moves

- Yoga Fire ○○○○+Punch (button determines distance and dissipation)
Yoga Flame ○○○○○○+Punch (button determines duration)
Teleport ○○○○+All Kicks/All punches (kicks/punches determines placement, can be done in the air)
Foot Drill ○+Kick (in the air - button determines attack angle)
Head Drill ○+HP (in the air)
Upward Flame ○○○○○○+Kick (button determines duration)
Slide ○+Kick (button determines distance)

Super Combos

- Super Flame SC ○○○, ○○○+Punch(es)
Air Slam SC ○○○, ○○○+Kick(s) (must catch in the air)

Special Abilities

- Teleport Recover ... Alpha Counter +Kick (while getting knocked down)

Ryu

Special Moves

- Fireball ○○○○+Punch (button determines speed)
Hurricane Kick ○○○○○○+Kick (button determines distance)
Uppercut ○○○○+Punch (button determines height)
Overhead Punch ○+MP
Hop Kick ○+MK
Fake Fireball ○○○○+Start

Super Combos

- Super Fireball ○○, ○○○○+Punch(es)
Hurricane SC ○○○, ○○○+Kick(s)

Chun Li

Special Moves

- Lightning Kick Press any kick button repeatedly
Fireball ○○○○○○+Punch (button determines speed)
Flip Kick ○○○○○○+Kick (acts as overhead attack)
Rising Strikes ○○+Kick (button determines height and hits)
Flip Over ○+HK

Super Combos

- Power Burst SC ○○○, ○○○○+Punch(es)
Super Kick Rush ○○○○+Kick(s)
Super Spin Kicks ○○○○+Kick(s)

Akuma

Special Moves

- Fireball ○○○○+Punch (button determines speed - can be done in the air)
Dragon Punch ○○○○+Punch (button determines height)
Hurricane Kick ○○○○○○+Kick (button determines distance, can be done in the air)
Slice Kick ○+MK (in the air, at the top of your jump)
Short Teleport ○○○○+all kicks
Long Teleport ○○○○+all punches
Deadly Roll ○+Punch (button determines distance; during Roll throw HP (when directly above them)
Drop Kick HK (any time)
Slide don't do anything!
Overhead Strike ○+MP
Hop Kick ○+MK
Ground Roll ○○○○+Punch (button determines distance)

Super Combos

- Fireball SC ○○○○○○, ○○○○○○+Punch(es)
Uppercut SC ○○○○○○+Punch(es)
Air Fireball SC ○○○○○○+Punch(es)
Raging Demon WP, WP, MP+WK(hold), HP (must have Level 3 Super Meter)

DECATHLETE

SEGA • SATURN

Track Tricks

1 In the events where the blimp appears, the Right Shift Button on the second player controller can be used to turn the blimp.

2 After a shotgun is attempted, use the Left Shift or Right Shift Button to change the camera view of the shotgun in flight.



3 To utilize the undocumented spin-style shotgun, just initiate a circular motion on the D-pad (instead of hitting the Action Button) when the Power Meter is at its zenith. Use the Action Button to release the shotgun and determine its angle of flight as usual.



4-6 After an attempt-height has been selected for the High Jump event, alternate camera angles (as well as High Jump techniques) can be selected by pointing Left or Right on the D-pad.

Use it.



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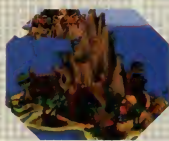
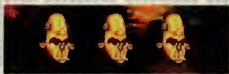


CRASH BANDICOOT

SONY • PLAYSTATION

Secret N. Brio Levels

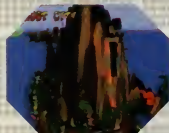
Four levels in *Crash Bandicoot* contain boxes that contain an icon of Nitrus Brio's face. Collect three of these icons and Crash is transported to a special level filled with extra lives. The Brio levels are very difficult, but these level maps and tips will provide a competitive advantage.



Rolling Stones - First Island

Jump from the platform to the first TNT box. Keep holding the jump button down and bounce to the second TNT. Then drop down to the third TNT. Wait on the third TNT for a moment and then jump up to the fourth TNT (keep holding the jump button as before). Next, drop down onto the fifth TNT box and jump across

to the iron platform on the right, get the lives, and then jump to the next iron platform on the right. Spin and take out the wooden crate (dropping the iron box on the TNT) and hop up on the iron box. Then, jump to the iron boxes on top of the second and third stacks. Finally, jump onto the row of life boxes and then onto the far platform.



Lost City - Second Island

Carefully jump onto the lowest TNT in the group to the right. Jump up, spin, and take out the wooden crate. Hop up onto the stack of two TNT boxes where the wood crate was. Jump once more and spin and take out the wooden crate at the top. Then, jump up to the TNT box on top of the group. Jump far to the

right onto the iron platform to avoid the blasts. Collect the lives on the iron platform and jump from the right side onto the bottom-most TNT box of the next group. Jump up and bonk all the wooden crates from below to destroy them (Do not spin or you die!). Next, hop to the top and jump down to the iron platform on the right. Then, jump to the far platform.



Heavy Machinery - Third Island

Jump across the bottom row of wooden crates until you reach the action box on the right. Bounce on the action box to trigger it. Remain on top of it until the ghost boxes on the left solidify. Then, do a high jump (button held down) onto the new wooden box on the left, and continue bouncing left from wooden box

to wooden box. Hold the jump button down across longer gaps. When you reach the second action box on the left side of the level, activate it and wait for the ghost boxes to solidify as before. Proceed to the right from newly appeared wooden box to wooden box until you reach the far platform.



Slippery Climb - Fourth Island

Jump to the right onto the iron spring box and bounce off of it while holding the jump button down. In one continuous motion, bounce up to the horizontal row of three TNT boxes. Avoid hitting your head on the TNT. Walk across the TNT boxes and jump down onto the iron spring box to the right (bouncing off it

smoothly). Hold the jump button the entire time to land on top of the tall stack of iron boxes with the TNT box on top. Next, hop to the right and smash the two plain wooden boxes. Jump down to the left landing on the action box. Wait for the ghost boxes to solidify and then spring from box to box. Finally, jump off the third iron box to the far platform.



GAME SHARK CODES

Note: You must have a Game Shark to use these codes.

Playstation Codes



Fade to Black

Infinite power meter 801C0330 07D0
Infinite mines 801CE88 0003

Street Fighter Alpha

Player 1 Infinite Energy 8018710C 0090
Player 1 Power Level 1 8018717E 0030
Player 1 Power Level 3 8018717E 0090
Player 1 Power Level 0 8018717E 0000
Player 2 Infinite Energy 801873D4 0090
Player 2 Power Level 1 80187446 0030
Player 2 Power Level 3 80187446 0090
Player 2 Power Level 0 80187446 0000
Infinite Time 80194294 6300
Infinite time to select fighter... 801E0C98 0000

VR Soccer

Away Team scores 0 8011B978 0000
Home Team scores 0 8011B974 0000

Saturn Codes



Guardian Heroes

MASTER CODE F6000924 C305
B6002800 0000
Begin at a High Level 16033C74 00C0

Magic Carpet

MASTER CODE F6000924 C305
B6002800 0000
Infinite Health 1022CBDA 0001

Panzer Dragoon II Zwei

MASTER CODE F6000924 C305
B6002800 0000
Infinite Energy 160730A8 0080
160E0636 0080
160E0638 0080
Auto Berserk Recharge D60730AC 0000
160730AC 0084
3 Way Shot 1607335C 0100
5 Way Shot 1607335C 0200
Homing Shot 1607335C 0500
Graviton Shot 1607335C 0600
100 Percent Kills 160730EC 0064
160730EE 0064
Stop Boss Timer 1607E766 1194

WipEout

MASTER CODE F6000914 C305
B6002800 0000
Rapier class 160622A2 0101

MOTOR TOON GRAND PRIX 2

SONY • PLAYSTATION

Expanded Options

1-2 To access an expanded Options Menu, hold down L1+L2+R1+R2 and Press X while selecting Option on the Main Menu Screen.



TRIPLE PLAY '97

ELECTRONIC ARTS • PLAYSTATION

Secret Players

1-3 To access 'super' players based on the Triple Play '97 development team, go to the 'Custom Player' option under the 'Manager' Screen. Enter a name (be sure to check spelling, as well as upper and lower case) and a player of superior ability will be created.



4-5 To add a 'super' player to your team, go to the Trade Player screen and exchange one of your bench players for the budding superstar.

Bruce McMillan
Steve Rechschattner
Bill McCormick
John Burk
Kevin Loh

Louise Read
Dennis Hirsch
Erik Kiss
Jon Spencer
Chris Johnson

Kevin Pickell
Mark Gipson
Mike Swanson
Geoff Coates
Edwin Gomes

David Demorest
Craig Hul
Mike Sokyrya
Frank Faugno
Gary Lam

Josh Holmes
Wendall Harlow
Eric Pauker
Tony Lee
Brent Neilson

QUAKE

ID SOFTWARE • PC

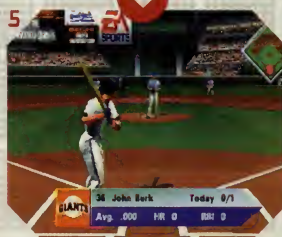
Earth Shakin' Codes

Use the Tilden Key (-) to access the console to type these codes in.

GOD Invincibility (Toggle)
FLY Fly High (Toggle)
NOCLIP Go through walls
NOTARGET No monster attacks
unless provoked (Toggle)

GIVE S # Gives you # Shells.
GIVE N # Gives you # Nails.
GIVE R # Gives you # Rockets.
GIVE C # Gives you # Cells.
GIVE H # Gives you Health #.
GIVE # Gives you weapon # (8 is
the lightning gun etc.)

SV_GRAVITY 0 ... Zero gravity
SV_MAXSPEED... Maximum walk and run speed
IMPULSE 9 All weapons and max ammo



"This game does not."



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exist.”

According to the government it is preposterous to believe that such a game as AREA 51 exists. Concerning allegations of a top secret experiment gone bad, resulting in mutating alien creatures, authorities were unavailable for comment. Unidentified sources state AREA 51 has developed advanced technologies of mysterious nature: 3D rendered graphics, live digitized action and stop frame animation. All have been denied by high level officials. As for a home invasion of the #1 ARCADE GAME, the Pentagon asserts there is absolutely no documentation pertaining to this rumor.

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It wouldn't be fair to let just anyone enter our contests. We reserve the privilege solely for real hard-core gamers, and we weed out the casual players who just want to clog up our mail bin with extra entries. So, to prove that you really deserve the cool stuff listed on the next few pages, we're going to have to put you to the test. We've racked our brains to come up with **15 videogame-related trivia questions**, ones that only serious gamers will know the answers to. Each correctly answered question will earn you one point, for a maximum of 15 points for 15 correct answers. You can spend your points anyway you like — you can divide them up between multiple contests or blow them all on one big prize. The number of points needed to enter a contest is listed next to the prize name. To enter a contest (or contests), write down the contest number(s) on a post card, along with the trivia answers to prove you've earned enough points (list the question number first, then the answer), and don't forget to also **answer our tie-breaker question**,

which will be used in the event of a tie. Send the post card to:

ULTRA GP GameShop / November
150 North Hill Drive
Brisbane, CA 94005.

All entries must be received by November 10, 1996. Winners will be notified by mail. Now get to it!

2

Earthworm Jim (2 points/4 winners)

• Earth Worm Jim Video

From Playmates and Shiny Entertainment, the *Earthworm Jim* animated series has all the humor and fun of the game. Pop in one of these videos, sit back and enjoy the madness.



1



Mystery Game (2 points/5 winners)

• PlayStation game
• Saturn game

Here at ULTRA Game Players, we don't pay a dime for our games — and now we're passing the savings along to you! To win a free Saturn or PlayStation game, all you have to do is answer two measly questions and drop a card in the mail. Don't forget to let us know what format you prefer. We'll choose the game, but we'll try to pick you a winner.

TIE-BREAKER

?

Who wins in a fight: Sonic, as Clint Eastwood in *A Fistfull of Dollars*, or Mario, as Clint Eastwood in *For a Few Dollars More*? Here are the rules: Both Sonic and Mario have Clint's shooting skills, but since they both have Clint's trademark 'death-squint', neither one can intimidate the other. And since they're both limited to the resources of their respective movies, neither one has access to Firefox. Explain who wins and why in 30 words or less.

OCTOBER CONTEST QUESTIONS

- Who played Mario in the live action *Super Mario Bros.* movie?
- Name two 3D fighting games that feature a bear as a character.
- Name one of the two men's basketball Dream Team members who did guest reviews for the old *Game Players*.
- There have been at least a couple zany games where you can take off your head and throw it at your enemies — name one.
- Fill in the blanks: *The Double Dragon* brothers were ***** and ***** Lee.
- Before Square became famous for making the best RPGs on the planet, what popular 8-bit NES rating series was it responsible for?
- Outside of fighting, what is the favorite hobby of *Virtua Fighter*'s Wolf?
- Name the *Virtua Fighter* character who says 'Come back again — in about a year!'
- Who is the main character in the original *Metal Gear*?
- Which early Genevieve character had the smallest head — the main guy in *Last Battle*, or the main guy in *Altered Beast*?
- Which of the following is NOT an item in *Super Bomberman 2*?
[A] The Flame [B] The Kangaroo [C] The Glove [D] The Boot
- What movie featured a special version of *WipeOut*?
- What blood type is Shun Di?
- What game never appeared on the Virtual Boy?
- [A] *Nectar's Bewilding*
[B] *Red Alarm* [C] *Panic Bomber*
[D] A good one

3

Jumping Flash

(5 points/3 winners)

• *Jumping Flash! 2* Game plus Big & Little Muu Muu



The sequel to one of the greatest PlayStation games of all time, *Jumping Flash! 2* is an even bigger adventure than the original. Having said that, giving you the game by itself would probably be enough to please most people, but frankly, we just weren't satisfied with that. What you really need to enjoy this game is a couple of inflatable Muu Muus at your side cheering you on. Don't know what a Muu Muu is? Don't worry, we don't really either, but they're great fun at parties and they'd love to be your friends.



4

WipeOut

(5 points/3 winners)

• T-shirt
• CD



Still one of the greatest games of all time for the PlayStation, *WipeOut* set the standard for futuristic racing games. Of course, everyone already knows that one of the best parts of the game is the music. Now, from *ULTRA GP* you can get your own copy of this awesome import soundtrack from the game along with one of the coolest videogame t-shirts to ever come down the pike (By far the most commonly worn shirt in the *ULTRA GP* office).

5

Tekken Figures

(5 points/1 winner)

These *Tekken 2* Action Figures are quite simply not available in the US except through *Ultra Game Players*. Perfect for keeping in your pocket while walking through those pesky dark alleys.



6

PACKAGE A

Sony Camcorder

(8 points/1 winner)

a



OK, I know what you're asking yourself — what is this amazing new video camera doing in this videogame contest section. I mean, it's not even games related, is it? Who cares? It's an awesome camcorder and if you want, you can use it to videotape you and your buddies playing games, or maybe you can have a party and dress up like your favorite videogame characters and then send us the tape, or maybe you can bring it to your brother's bachelor party and make a little blackmail money on the side (and don't forget to send us the tape!). The point is, it's an awesome prize and we want you to have it, so stop your whining!

SONY MEGA-PRIZES

PACKAGE B

Sony PlayStation & Crash Bandicoot

(8 points/3 winners)

• Sony PlayStation system
• *Crash Bandicoot*

b

Crash Bandicoot is soon to be synonymous with the PlayStation and you just have to have one. Of course, what good is the game without a PlayStation, so why not have one of those, too?



PRIZE PACKAGES

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AREA 51 - ARCADE MACHINE



Area 51
Coin-Op
(10 points/1 winner)

OK, we already know that there is no better prize than your very own arcade machine. But it's important to note that we're not talking about some lame, B-Grade arcade game — we're talking about the awesome light gun shooter, *Area 51*. I mean, come on, who's going to be more popular than you with this beauty sitting up in your bedroom. And if there are any naysayers at your house telling you that it's just not a good idea to have such a big, loud and time-consuming machine in your house, just remind them of the potential income when you start charging all your friends to come over and play. Line 'em up boys, there's enough shooting goodness here for everyone!



AREA 51

NETWORK

PLUG IN

WELCOME TO NETWORK

Boot up, dial in and log on — it's time to load up this month's Network! This is the place where you can hook up with **ULTRA Game Players** writers, industry experts and players worldwide and talk shop.

We're 100% about videogames — you won't find any other fluff in here taking up space. If you have any comments, compliments, criticisms or complaints, we want to hear about it. Just drop us a line at the address below. Now let's talk games!

ULTRA GAME PLAYERS
150 North Hill Drive
Brisbane, Ca 94005



CHRIS



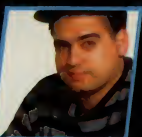
MIKE



BILL



PATRICK



ROGER

The good old days

While searching through my box closet, I came across one of my old Super NES games and I became very sentimental. I thought of the hours I spent in front of the tube playing these never-ending and ever-changing games. Then I realized that when you get right down to it, I had a lot more fun with these old games than I have with my Sega Saturn games. Sure, my Sega Saturn has better graphics and more intense action (for instance, *Panzer Dragoon 2*), but Nintendo's games were just longer and, in my opinion, higher quality. I'm not saying I don't like my Sega Saturn and its games, but I'm just tired of spending \$60 on a game that I beat in two days. I'm now depending on Nintendo to once again bring the fun and quality home with their not too technologically advanced Nintendo 64.

Frank Tinsley
Portland, OR

<<<PATRICK>>>

I'm not exactly sure what you mean by the 'not too technologically advanced' Nintendo 64, as many would argue that the N64 is the most advanced system



Panzer Dragoon's 3D action is great, but is that enough?

1. Will there be a PlayStation 2 and what's the latest news? Upgrade or whole new console?
2. When is Williams' releasing *Open Ice* and *MK Trilogy* for PS?



Here's a rare shot of Mark Higham with his friend, the Evil Snake Mage.

on the market. However, you make a good point about the new generation of games generally offering less bang for the buck. It is a common trend, and not

just with Sega, to reduce the average number of levels in a game, from the traditional 15 or so, to about 7, but it's important to note that creating a game in 3D is a far more involved process than simply repeating level after level of side-scrolling action. Yes, it's frustrating, but I wouldn't necessarily expect Nintendo to be much different.

Mark who?

I am a loyal PlayStation owner and have a few questions for you and the Ultra GP staff:

3. What about EA's 1997 Sports Lineup (release dates, please, Capt., sir)
4. When is the US Release for the *Resident Evil* sequel?
5. Will Nintendo be releasing a Super NES Mario RPG sequel (pretty, pretty, pretty please!!!)
6. How is former editor-in-chief Mark Higham doing in Europe?
7. Finally, do Nintendo and Sony have e-mail addresses?
Christopher Dy
nuked@juno.com

<<<MIKE>>> 1. Check out Wiretap for the latest PSX 2 rumors. Looks like it is coming in 1998, and it won't be an upgrade, but this is all conjecture.

2. This Christmas.
3. Madden '97, NHL '97, NBA Live '97, and PGA Tour '97 will all be out by Christmas.
4. Probably about March of '97. Check out the story in the previews section for the full scoop.
5. The Super Mario RPG sequel is being done for the N64 bulky drive and there are no plans for Super NES version.
6. Last we head of Mark Higham, he



Spare change, mister?

CHECK US OUT ONLINE:

was strutting his stuff in the dark pubs of London.

7. Yes, they do. Oh, I bet you wanted to know these E-Mail addresses, huh.

Check out their web-sites:
www.sony.com and
www.Nintendo.com.

Wow! my head!

I am very confused about *Arc the Lad*. I thought it was supposed to be here by now, but I can't even get a release date on it. Another thing is, that Next Generation already reviewed it (it got four stars, by the way). Did they play the Japanese version, or are they messing with our heads? Kevin Tomasso
71212.23@CompuServe.COM

<<<ROGER>>> Well Kevin, welcome to the world of RPGs on the PlayStation. Sony will only say that *Arc the Lad* will come to the US in 1997 (they won't even confirm early or late '97). Next Generation did indeed rate the Japanese version of the game, but you'll have to wait for a US version before *ULTRA GP* gives its definitive opinion.

The dark side

You know what I hate? Your sister mag, Next Generation. They are so brutal. In the last issue, the cover story was ten reasons the N64 would succeed and 20 reasons it wouldn't. Come on, people! They always bash consoles and practically worship PCs. They need to lighten up. They need to give all systems equal opportunity. If anyone can fix their attitudes, you can, since you are the exact opposite of Next Generation. Bradley Brock
Gatesville, TX



Watch for *Madden '97* to hit the stores hard right around the holiday season!

THE WEB SITE:

[HTTP://WWW.ULTRAPG.COM](http://www.ultrapg.com)

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ROGER roger_burchillo@qm.imagine-inc.com

MIKE mike_salmon@qm.imagine-inc.com

<<<BILL>>> We've been concerned for quite a while about the attitude of the godless hordes on the other side of the office, Bradley. In an effort to wax their clocks, uh, I mean, improve their attitudes, we're sending our Art Director, Mike Wilmoth, over the wall to spy on the heathens. We figure that a few months of listening to Mike's patented catch-phrases, like 'The river of blood!' and 'The fish! The fish are our friends!', will have the desired results. So just hang in there and in a few months, Next Gen will have all the attitude of a bowl of cold oatmeal.



Is *Cosmic Race* more fun than hitting yourself with a hammer? Uh... nope.

edge. They play them because they're fun!
David Macneil
Nova Scotia, Canada

Tiger by the tail

It seems to me that these days we take our games too seriously. In fact, even in the pages of this magazine, which is delightfully humorous most of the time, you occasionally lapse into heavy-handedness. I especially disliked the way you talked down to Nick 'The Slick' Watts for choosing Tiger games over Saturn games. It seemed weird to me, too, but aren't his gaming preferences his own business? (Oh, and Nick? If you're sure you don't want that Saturn...) In the future, try to be more open-minded towards other people's gaming tastes. Just bear in mind that people don't play videogames because they're politically correct or on the cutting

<<<BILL>>> Gosh, Dave, what a sensitive, caring letter. And you know what? You're absolutely right! People do play games because they're fun. Of course, different people have different ideas of what is fun. Some people have fun by playing a quality videogame on a great system, while other people have fun by hitting themselves on the forehead with a hammer. Why they do this is anybody's guess, but I'd have to say they do it because it feels good when they stop doing it. Kinda like playing a Tiger game...

Ask The Industry

I just want to say that your mag kicks serious ass. I am a proud new owner of a Sega Saturn and I want to ask you a few questions:

1. A main reason I bought the Saturn was because of Sega's great arcade lineup. But in your VF3 feature (May '96) you say that the Saturn is not capable of fully handling the game. If the Saturn's technology has already become stale, how will it port over titles from the Model 4 and 5 boards?

2. What plans does Sega have for the Saturn's cartridge slot? The only game I have heard that is using the cartridge to its advantage is *King of Fighters '95*.

3. What other Saturn games will use the light gun from *Virtua Cop*?

4. All the current and upcoming smoking titles on the Saturn are almost all made by Sega. Sure games like *Nights*, *Sonic Xtreme*, *VF3*, etc. look great, but what the hell happened to the third party developers?

5. And lastly, is there some type of dispute between EA and Sega? Where are all the great sports titles for Sega? They seem to have forgotten what made the Genesis a successful machine. Thanks for answering these questions, and stay the #1 gaming magazine on our beloved earth.
Ashish Kapoor
Parsippany, N.J.

Sega's Response:

1. We're very happy that you bought a Saturn for the exclusive arcade lineup. That is one of the areas we feel the Saturn will romp the competition. And you can bet that Sega is going to ensure that the arcade translations are true to their originals. Currently, Sega has out there

VF2 (voted best fighting game by GP), *Virtua Cop 2* (Virtua

Cop was voted best shooting game by GP) and several other popular arcade hits that are selling tremendously well on the Saturn.

Sega is now in the process of translating VF3 for the Saturn. The AM2 team is in charge of the development and is working hard on the translation. Other upcoming arcade titles include: *Virtua Cop 2*, *Virtual On*, *Fighting Vipers*, *Virtua Fighter Kids* and *Manx TT*.

No other platform can tout the true arcade support that the Saturn provides. Sega cannot comment on the Model 4 and 5 technology at this time. Model 4 is not scheduled for a few more years yet so ask us that question in later years.

2. Currently, the cartridge slot on the Saturn can be used for the Back-up RAM cart to save games on. In October, Sega will introduce the NetLink which will go into the cartridge slot. The NetLink will allow you to explore the Internet for email, chat sessions, browsing and playing games, over the TV set. The NetLink has a suggested retail price of \$199.

3. *Virtua Cop 2* will use the Shutter VCL will be available in December.

4. Sega has over 100 third parties signed on board with an expected total of over 300 games for the Saturn by the end of this year. They are there, but because many of the PlayStation games are developed first, a magazine (hint, hint) will review that version and just mention the Saturn version instead of giving a full review. By Christmas, the store shelves should be brimming over with Saturn third party titles.

5. EA will bring out several sports titles for the Saturn for this holiday season. They haven't forgotten.

- Terry Tang,
Sega Public
Relations Manager



Jonathan Nichols wonders if *Virtua Fighter 2* will ruin our carefully thought out scoring system.

Losing it

When you write *Ultra Game Players* reviews, I have a suggestion. Get rid of innovation! You will never get a perfect score. If you give 10's in every category, except innovation, for *Virtua Fighter 3*, the game can only get a 98. That's less than *Virtua Fighter 2*! There are no new types of games, so what's the use of having an innovation category?
Jonathan Nichols
Bristol, CT

<<<CHRIS>>> If you look back at all of the great videogames, I mean the really classic ones, they're all innovative. I don't think that a game can be called perfect if it doesn't show you something remarkably new, no matter how good it is in every other area. Just remember the first time you ever saw the first Mario or the first *Street Fighter* — no matter how good the copies are, the experience is never quite the same.

Cheap trick

When I got the Reviews section of Issue #88, you can imagine my surprise when I saw *Cosmic Race*, in which you said, '... a review of the

Japanese game that we humbly submit as the worst game of all time.' Man, that game looked like one of those old Qbasic wonders. How the heck could the execs at Sony ever in a million years pass off a game like that? You're right, my mother, no, my dog could draw better graphics than this crap!

Oh, wait a minute, it's a joke, right? Ha, ha, ha, OK, enough already. This is one of those old Atari games that you just dragged to the surface and slapped with the PlayStation logo, right? RIGHT? Say it ain't so!

Luke Mencotti
Barboursville, WV

<<<LUKE>>> Sorry, Luke. At first we thought it was a joke, too, but then we thought, 'What if this is some kind of clever, but deadly, brainwashing device sent to destroy us all?' Keeping that in mind, we gave the game to Chris Charla to review, since you can't wash what you don't have. It turns out we were right! Now, instead of referring everything to Doom, Chris now says everything is like *Cosmic Race*. Remember, Luke, a mind is a terrible thing to waste, so, when in doubt, give it to Chris Charla. He likes everything (now...).

ASK THE BIG BOYS!

Do you have something to say about a particular game company? Say it to their face! Write up your question and send it to the usual address, c/o Ask The Industry.

1 Take a shot at crime with *Virtua Cop 2*.
2 While the game can be played without a lightgun, we recommend this nasty looking number for best results.



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The Jaded Gamer



You know, folks, it's a sad day for everyone in videogames when a formerly great company stoops to putting out games for wimps. You heard me — wimp! In fact, it's a miracle that Psygnosis didn't call its sissy sequel *WimPout XL*.

Back in the good old days, you didn't need a whole bunch of special effects to make a great racing game. Take one of the finest racing games ever devised: *Death Race 2000*. You had your car, your gas pedal, and your mindless zombies just moaning to be run over. THE GAME WAS PURE, LIFELIKE RACING GENIUS! What could be more realistic? You stepped on the gas, aimed the hood ornament at the nearest putrescent pedestrian and Whammol! Just hearing those death screams made me very proud to be a licensed American driver.

And now here comes *WimPout XL*. There's no solid Detroit rolling stock; Instead, everyone's floating around the track in designer letter openers. There's no solid gas pedal to stomp on. That's been replaced by trendy, flashing disco lights

that give you a boost as you float by. And if you think these wuss designers are gonna let you have some real fun by letting you plaster some pedestrians to the pavement, you're brain dead! No, what they've done is to give you 'weapons'. Ooooooh, 'weapons'. Self guided, fire and forget, no skill needed, wake me when it's over weapons. This game won't even let you run anyone over, but they will give you an 'Earthquake Weapon'. EARTHQUAKE? Listen, pal, I've been through an earthquake, and this ain't one of 'em!

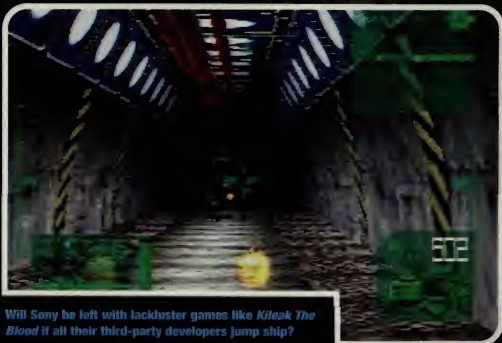
Malicious ramblings from the man who's played it all

When it comes to earthquakes, I want the real deal! Buildings toppling, bridges collapsing, people screaming, boulders the size of Chevy Novas smashing through your bedroom wall, bottomless chasms swallowing whole neighborhoods, entire Labor Day picnics engulfed in fiery lava, THE UNENDING CONFLAGRATION... but I digress. The *WimPout XL* 'earthquake' sends pretty ripples through the track, causing great dismay among the footoo racers. Uh, right...

So here's my plan to bring mayhem back to racing games. Carry a Mr. Microphone, a dead rat and an aluminum baseball bat with you at all times. When wimpy Wally invites you over to play *WimPout XL*, surprise him by saying 'Why sure! Play it real cool and chummy, until the little weasel uses the Earthquake weapon. Then, scream 'Here's what a real earthquake is like!' into Mr. Microphone, slap that dead rat on Wally's noggin and give it a healthy swat with that baseball bat. Trust me, after just a few sessions, ol' Wally will be ready for a realistic, All-American round of *Death Race 2000*! Until then, remember to keep the shiny side up and the rubber side down.

The Jaded Gamer can be found cruising the highways in his '92 Toyota truck. While this vehicle doesn't have an 'Earthquake' weapon, JG always has a dead rat and a baseball bat in the gun rack.

1. Oh, oh, look out! Here comes that mean old earthquake weapon.
2. While these explosions are OK, they're not as satisfying as parking on a zombie.



Will Sony be left with lackluster games like *Kileak The Blood* if all their third-party developers jump ship?

Not a happy camper

Despite the thrust of this letter, I am for the most part a satisfied owner of the Sony PlayStation. However, some of their business decisions have caused me concern since they are directly affecting the consumer.

First, let me start off by saying that I'm lucky enough to work across the street from a videogame retailer and have received some inside information. When the PlayStation was released last year, the video store owner was forced to buy five PlayStation games for each console he sold. He was making no money off the consoles; selling them at cost. In addition to popular titles like *Ridge Racer* and *Toshinden*, Sony forced him to buy titles like *Kileak* which he couldn't sell to save his life. This policy continues today; he now has to buy *NBA Shootout* with every console he buys. Since Sony won't buy these titles back, he is forced to raise his prices on other titles. That increase is passed on to us.

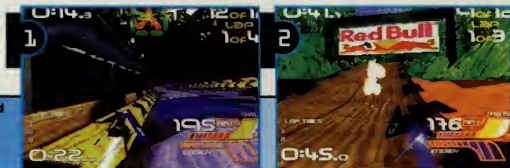
Sony is not faring much better with software publishers who are rapidly going to Sega with exclusive games for the Saturn. As you know, Warp has announced that the sequel to *D* will not be making it to the

Playstation. Capcom, too, nearly defected with the sequel to *Resident Evil* if Sony didn't let them publish *Mega Man* for the PlayStation. Let's face it, Sony does not have strong in-house publishing. If they were to lose Capcom and Namco, it would be over.

Then there's my story. Recently my PlayStation began to skip on certain titles. I took it to my friend at the video store, only to be told that I was not alone. He estimated that about 20 customers (including himself) have had the same problem. Sony refused to accept liability. Sure they'd fix it, but for \$80.00, plus tax and shipping.

Which brings me to my point. I'd like to give Sony a bit of advice. I hope they take it to heart. 1) Don't alienate your retailers and game developers. They may comply the first few times, but there's always Sega and Nintendo. 2) Some of your older Playstations are defective, so cop to it. Fix them for free; after all, it's your fault. 3) Not every game has to be 3D polygon. Releasing a two-dimensional cartoon side-scroller every now and then doesn't make you any less 32-bit. 4) Release your games sooner. *Tekken 2* was released in Japan in March with 90% of the text and dialogue in English!

Lastly, some quick advice to





Tekken 2 was released in Japan in March. Since the game was 90% English anyway, what's the delay?

Nintendo about upcoming Nintendo 64 software. Your 'quality over quantity' pitch is fooling no one. With the delays you've had completing games so far, you couldn't have quantity at this point even if you wanted it. Given a choice, I would prefer quantity anyway since it gives the consumer more options. The quality titles will easily make themselves known, so let us decide. More titles simply equals more options.
Mario Mendez
Glendale, CA

<<Patrick>> First of all, Mario, I'm afraid I would have to call you the most bitter satisfied customer I have ever encountered. Beyond that, you've made some good points and some which can only be described as ill-informed. As for the defective PlayStations, hell yes — fix them and fix them now. As for gouging retailers — how do you think Sony got to be Sony? That's America! Retailers don't make money on any hardware — never have, never will, I'm not saying it's right, but it's not new. And as far as releasing titles sooner to the US market, the specific title you've mentioned, Tekken 2, was held back by Namco, not Sony.

Concerning Nintendo's policy of quality over quantity, I agree that there

have to be compromises, and there will be, but you get back to us when you've played through the fifth \$80 mediocre N64 title and we'll reminisce about Nintendo's flawed 'quality over quantity' policy. Frankly, I'd rather have three good games than ten lousy games any day.

Time for a new tv

I am in a serious dilemma. I've just saved up \$500 for the up-and-coming Nintendo 64. I've been happy the last few days until I read some horrible news. In issue #87, I suddenly saw what they planned to sell with it. A Nintendo 64, an AC Power Supply and a Stereo AV Cable. I suddenly broke into a riotous frenzy. Where the hell is the RF unit? When I bought my Saturn I had to buy one because all my TVs were old. My question is: will Nintendo 64 come with an RF unit or will an RF unit be able to be purchased at launch?
PJ Burks
Stockton, CA

<<Chris>> Whew — here I thought you were gonna explode about the N64 not having a pack-in game! Sorry PJ, but you're just going to have to pay extra for your N64 RF unit.

Fan Site of the month

Eidolon Gamer's Society
<http://bird.taponline.com/eidolon>

Eidolon Gamer's Society is one of the most ambitious fan sites ever created. Founded by four videogame fan site authors, Eidolon digs into the grittiness of gaming and doesn't hold back. The four editors are serious about games and the mature tone of the site shows it.

While most of the information on the site is taken from other sites, Eidolon tries hard to be original, by reporting news stories other sites may have overlooked. In the 'Critique' section of the site, the editors give you no holds barred reviews. Every single detail, strategy, accolade, and flaw of a game is exploited. What really sets Eidolon apart from other sites is its 'Mailbag' section. Readers get the opportunity to e-

mail questions to the editors and have them answered the next day. The editorial responses are not only interesting, but the attitudes of some of the editors (including the witty JAMMA) are hilarious and keep the reader coming back for more. All this, plus a 'previews' and link to their Japanese site, Nippon, makes Eidolon one of the more interesting videogame sites.



Eidolon's focuses more on content than pretty pictures.



Eidolon reports news most sites would scurry from.



Action packed and humorous best describes



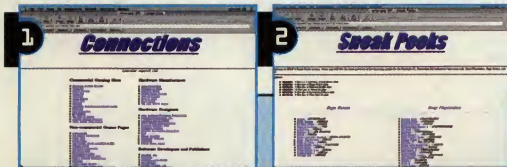
Nippon, Eidolon's native Japanese site, gets news weeks before many professional sites do.



The 'Features' section ranges from Nights strategy guides to Nintendo 64 prizes.

**SURFED
ANY GOOD WEB
SITES LATELY?**

Drop us an e-mail with the URL and let us check it out for ourselves. If we feel that its creator has gone above and beyond the call of duty, we'll feature the page in a future issue!



While not the work of a solitary obsessed gamer, Eidolon gets high marks for its professional looks.

LETTERS

Sweet release

First of all, I would like to say that your mag rules! All other mags are total crap compared to yours. Now, I have some questions about the Nintendo 64 that I need you to answer for me:

1. Does the N64 exclusive thing mean that if one of Nintendo's third-party developers makes a game for the PlayStation and/or Saturn, and wants to release it for the N64, Nintendo won't let them?

2. What N64 games so far need the use of a memory card?

3. How many third-party developers does Nintendo have for the N64?

4. How many polygons per second can the N64 produce?

Rich Kreger
Elmwood Park, NJ

<<<Mike>>> You are right, but blatant ass-kissing isn't going to get your letter in the mag. D'oh! If I'm answer-



1-2. Don't look for *Pilot Wings 64* or *Wave Race* to show up on any system other than the Nintendo 64. The world just doesn't work that way.

ing this letter, it must mean that it's in the mag.

1. It means that any game made for the N64 has to be designed, in some way, for the N64. For example, *Doom 64* can come out on the N64 because it was created for the N64. If it was just another *Doom* port, it wouldn't be accepted.

2. So far both *Mario* and *Pilot Wings* come with a battery back-up, but *Wave Race 64* is going to use the memory card.

3. If you combine the Japanese and the American developers, all of the big companies are on board. The problem is that almost none of the games are going to be done until next year.

4. According to Silicon Graphics (the makers of the N64), polygons per second is an invalid method of measuring processing power.

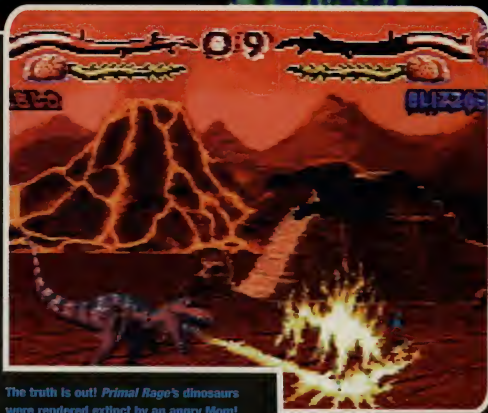
Won't get fooled again!!!

It surprises me that in your gaming news section you have not covered the controversy of the Arizona mother who got *Primal Rage* pulled from more than 200 stores nationwide because she bought the game for her 11-year-old son and saw him pull off *Chaos*'

'Golden Shower' fatality. Now, this alone isn't much (because *Rage* isn't quite as big as it used to be), but guess who got involved? Politicians!!! Video games are under attack again, just like a couple of years ago (the ratings system is proof enough of the first attack) only this time, it's even worse.

They want to restrict violence from video games because of a few angry parents. BUT THAT GIVES THEM NO RIGHT TO TAKE AWAY OUR RIGHTS!!!! You don't see people trying to force the movie industry to stop making violent movies, do you? I am extremely upset by this act. I am going to write a letter to my state senator (which I'm not very happy about doing, because Senator Kennedy is a... never mind.) on the subject.

I am not just a damn teenager who plays video games. I am an individual with rights. AND NOBODY HAS THE RIGHT TO TAKE AWAY MY RIGHTS!!!! Not the president, not the first lady, and especially not some



The truth is out! *Primal Rage*'s dinosaurs were rendered extinct by an angry Mom!

damn 11 year-old's mother! I urge you to print this letter, and I urge all your readers to follow my lead and write to your congressmen, imploring them to protect our video games, our past times, and our rights.

Don't do it for me. Do it for Mario, Sonic, and Crash.

Nick Keating
Lunenburg, MA

<<<Mike>>> That was beautiful man.

However, if you think that only videogames are under attack from Senators and mothers, you are wrong. Besides myself, the movie industry also gets constant abuse from ignorant Washington wasters like Bob Dole. The reason nothing happens to the movie industry is because it has lobbyists and power that the videogame industry doesn't have. I agree 100% with the freedom to do whatever we want with our money and time, even if it is being wasted on sad games like *Primal Rage*. So go on! Write to your Senators and tell them you want your blood, and more than anything, remember to stick it to the man whenever possible.

We're where?

My name is Joanna Kurkowski. I live in Gdynia. In my big city, there is one shop with your magazine (cool). You are my favorite magazine. I'm a Nintendo fan. I have a Game Boy. Chris,

answer these questions:

1. When will the Nintendo 64 be in Poland?
 2. When will *Final Fantasy 3* be on Game Boy?
 3. Are there any secret codes in *Mortal Kombat III* on Game Boy?
 4. I heard that Nintendo will not make games on Game Boy. Is this true?
 5. What is the coolest game on GB, Chris? (Mine is *Tiny Toon* and *Mortal Kombat 3*)
- Joanna Kurkowski
Gdynia, Poland

<<<Chris>>> Well Joanna, I printed your letter because I think it's just plain cool to hear that we've got readers in Poland. However, I'm afraid that I don't really know much about the gaming scene in your country, so I can't help you. I can tell you that there isn't a *Final Fantasy III* for Game Boy, and that Nintendo does still make GB games, they're just few and far between. As for the coolest GB game, my current fave is *Tetris Attack* (although I'd much rather play it on my Super NES).



1-2. Here's the news that you've been waiting for! *Tiny Toon* and *Mortal Kombat 3* are the biggest games in Poland, according to Joanna Kurkowski of Gdynia.

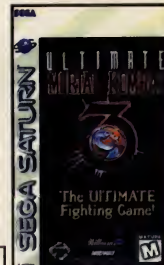
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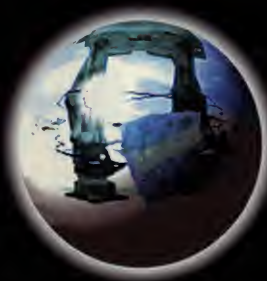
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Issue 91 on sale November 5



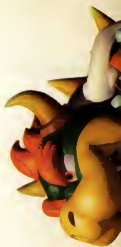
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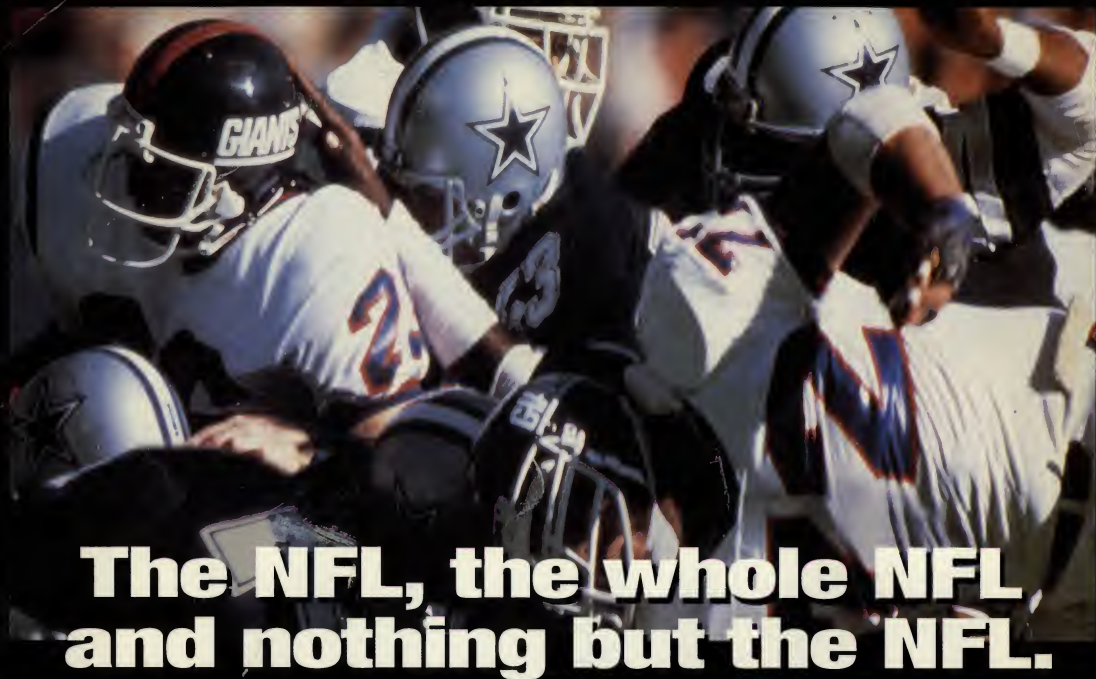
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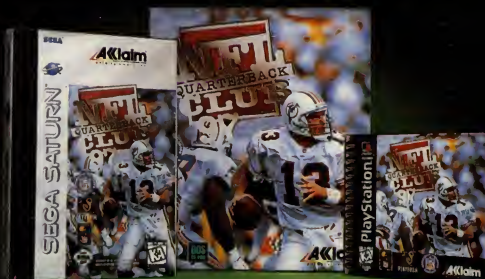


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